

We Five Ships



Adventures in the City of Sails



We Five Ships

A Series of Adventure in Luskan, the City of Sails

The PCs are sent to Luskan to help manage a new trading post, only to become embroiled in the petty politics of the High Captains and their Ships. Is this all simply a case of politics or is there something larger at play? DMs will need the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* to run *We Five Ships*.

An 8-hour adventure for 5th-8th level characters

by Christopher Wilson
@Synther4

Playtesters: Kate Wilson, Colton Katsel, Austyn Katsel, Kyle Ketschersid

Disclaimer: I'm no good at making maps. Pizza delivery drivers get lost using my directions to get to my home, even with GPS and my address. A player once peed his pants when I gave him directions to the bathroom in my home.



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Welcome to Luskan

Synopsis

The player characters have been hired by a growing merchant company named Greenwater Mercantile and Adventuring Company. Greenwater has recently acquired a new shipping office and merchant ship in the city of Luskan, on the North Bank, just outside the Mirabar Shield district. This property deal was brokered between Aust Brightwood, a shareholder of Greenwater, and Throa Taerl, High Captain of Ship Taerl. As part of the deal, and to sweeten the pot, Throa Taerl included an exclusive overland shipping contract with the dwarven city of Ironmaster, along with a fifty percent reduction in tax for Greenwater. The only stipulation to this deal was that Ship Taerl be given special consideration for future jobs, as yet to be named.

Due to other obligations, Aust Brightwood is unable to remain at the new shipping office and sends word to Greenwater's headquarters in Daggerford to send a management team as soon as possible. His team has gone about hiring the required personnel to run the shipping office, but he feels that official members of Greenwater would go a long way in securing the position in Luskan. What nobody knows is that Throa Taerl brokered this deal without the sanction of the other Ships and is attempting to gain a larger piece of the pie for her own Ship. Ship Kurth controls the docks and is not at all pleased with the loss of revenue that the discount in tax has caused with Greenwater ships. Ship Suljack has taken to open piracy of any ships bearing the Greenwater flag. And Ship Rethnor has sent thugs to assault employees at the Greenwater Trading Lodge.

In Chapter 1, the characters will need to deal with Ship Suljack and the piracy on

Greenwater's ships. This will require some shrewd maneuvering on the player's part and a sit down with Captain Dagmaer Suljack. On the streets of Luskan, Ship Suljack uses the street thugs of the Dead Rats Gang and the corrupt town guards of Ship Rethnor to harass Greenwater employees and the player characters.

In Chapter 2, the players learn that Ship Kurth has blocked Greenwater ships from sailing out of port or docking in port. The players will need to meet with High Captain Beniago Kurth, at One Eyed Jax, to broker a deal that will be agreeable to all parties and the Ships.

Chapter 3 will see the players learn a frightening secret about the true power structure behind the City of Luskan and send them deep under the city into the Ruins of Illusk to retrieve a fabled artifact for Ship Kurth.

Running the Adventure

The *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* for Dungeons and Dragons 5th Edition are all that is required to run *We Five Ships*. However, the *Sword Coast Adventurers Guide* and *Storm King's Thunder* provide more background on the city of Luskan and the Ships of the High Captains. *Out of the Abyss* may be used for more information on Bregan D'aerthe.

Sections will be shaded to show what needs to be read or paraphrased to the players. Monsters and items in **bold** show that they need to be referenced in the *Monster Manual*, the *Player's Handbook*, or the *Dungeon Master's Guide*. Items specific to this module will be found at the end, in the Appendix.

The City of Luskan

Despite being known as the City of Sails, Luskan is anything but the romantic fairytale images that this moniker may invoke. The city is dirty and a variety of gangs run the streets. If it wasn't for the Ships, the city would be completely lawless. That isn't to say that the Ships always follow any logical set of laws. The only thing keeping the street gangs from completely running amok is that the Ships are really large bands of pirates themselves.

The Ships are five different flotillas of pirates that essentially run what stands for government in Luskan. For the most part, the Ships do a good job of keeping the city functional but some of the more common laws that one would expect seem to be mercurial. Each Ship is run by a High Captain and there is a pecking order as to which Ship is above the others.

First High Captain Beniago Kurth. Ship Kurth controls the docks and all trade activity coming through them.

Second High Captain Barri Baram. Ship Baram controls Luskan's fishing industry and supplies much of the city's food.

Third High Captain Dagmaer Suljack. Ship Suljack is responsible for much of the piracy in Luskan. They are also responsible for raids up and down the Sword Coast.

Fourth High Captain Throa Taerl. Ship Taerl was only recently elevated to the Fourth Ship. They generally accept any work that

comes down from the top three Ships and work to maintain their position.

Fifth High Captain Hartouchen Rethnor. Ship Rethnor is in charge of the city guard, which is a poor source of income. It is not uncommon for the guards to invent reasons to arrest people, or just beat them, to secure some coin.

Each of the High Captains appoints a magistrate to Luskan's courts. Typically, criminals are seen by a single magistrate, but for cases involving a member of one of the Ships, all five magistrates are called upon. Laws are surprisingly average, considering that the city is basically run by brigands and pirates. Things, such as slavery, are technically illegal in Luskan, but there are many cases where this can be overlooked.

Bribery is a common form of subverting the law and can be used for anything from getting a favorable decision in the courts by a magistrate to getting the town guard to "convince" the local gang to stop stealing from your warehouse. Unlike other cities on the Sword Coast, which all have some form of bribery, there is no real need to hide it in Luskan. Sliding a pouch full of coin under a table is more of a form of etiquette rather than a requirement. Openly bribing a member of Ship Baram so that your tavern can get a better deal on fish will be looked down upon, while openly bribing a member of the city guard to avoid arrest, in front of witnesses, is seen as business as usual.



The Greenwater Trading Lodge

Located on Luskan's North Bank, about four city blocks east of Mirabar Shield, sits the Greenwater Trading Lodge. This building was originally the Red Dragon Trading Lodge, but the Red Dragon Trading Company ceased operation sometime before 1483 DR. Somehow, in the last ten years, Throa Taerl had gained the deed to the property and sold it to Aust Brightwood of Greenwater Mercantile and Adventuring Company.

The trading lodge sits in its own compound and has numerous facilities for the mercantile business. A warehouse and a stable, complete with a wheelwright's shop, stand in the compound. A third building operates as a bunkhouse for mercenaries and employees hired by Greenwater. The base floor of the trading lodge contains a guild hall, with a tavern, and a shop that specializes in selling common adventuring gear. The domed upper floor consists of the lodgekeeper's office and guest rooms for Greenwater management when they stay in Luskan.

Greenwater Trading Lodge Locations

The following locations are keyed to the hand drawn map on page 7.

- 1.) Compound Entrance.** The compound consists of a well, the Bunkhouse, the Stable, and the Warehouse. The ground is generally dirt but a stone pathway leads to the entrance of the trading lodge.
- 2.) Bunkhouse.** The bunkhouse consists of twenty bunkbed, a large stonework fireplace, and two long tavern tables with benches for seating. At the end of each bunkbed is a pair of small chests for each occupant's personal equipment. The bunkmaster is

named Myles Jorgenson (LN **Veteran**).

- 3.) Stable.** The stable holds eight oxen, four draft horses, and two riding horses at the rear of the building. The front of the building stores two carts, with canvas tarp covers, and a full wagon with passenger seating. The wheelwright's shop is located in the corner of the front entrance and is run by Thomas O'Krally (CN **Gladiator**). Thomas' son, twenty year old Phelan (CN **Scout**), is the teamster and takes care of the animals.
- 4.) Warehouse.** The warehouse mostly consists of crates and sacks that are to be shipped out, either over land or by sea. The warehouse is usually worked by two men, James and Veletth (LN **Guards**). The front of the warehouse holds a forge and stonemason's shop and is run by two dwarves named Quinteth Balderk and Rangrim Lutgehr (LN **Veterans**).
- 5.) Trading Lodge.** The lodge opens up into the guild hall. The hall consists of multiple round tavern tables, each with three wooden chairs and a bar. The bar has two large wooden ale kegs, three wine casks, and a rack of different bottles of spirits. Behind the bar is the entrance to a small kitchen and a chalkboard that lists current jobs that are available and their pay rates. The average pay rate is 1gp per day and a single potion of healing per job. The guild hall is run by Ginny Rosanbaum (CG **Commoner**), a nineteen year old ex-prostitute from the streets on the South Bank. Liam Bartoleme (CN **Guard**) assists her with cooking and running the general store. Prices usually fall in the Modest range on page 158 of the *Player's Handbook*.

5a.) General Store.

The store has items from pages 150 and 154 of the *Player's Handbook* available. At any given time, the store may have 1d4 items from page 160 available and 1d4 items from pages 145 and 149 available.

Members of Greenwater Mercantile and Adventuring Company receive a 25% discount on their purchases!

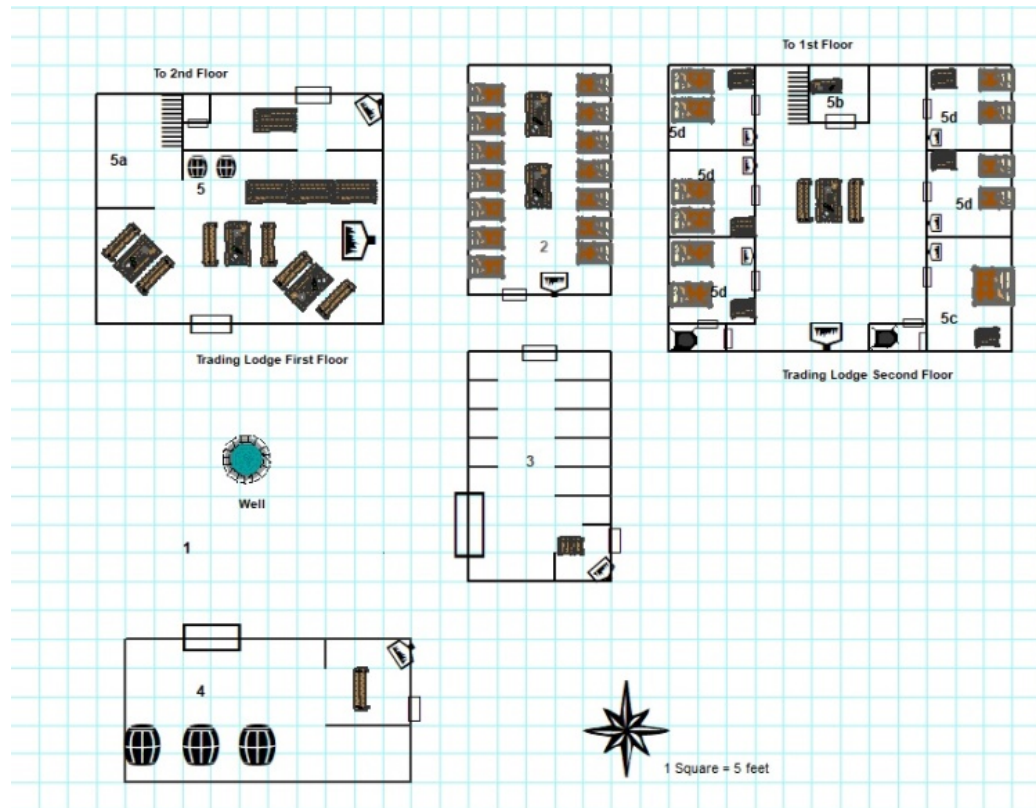
5b.) Lodgmaster's Office.

This cramped office is dominated by a wooden desk and bookshelves.

The entire office is strewn with papers, maps, open books, a sextant, and a compass. A ledger sits open on the desk, with a quill pen and a vial of ink. This is a false ledger. A search of the room using Investigation (INT) at DC 20 will reveal a loose board in the wall, tucked behind a bookshelf. The actual ledger is kept hidden in this space, along with a pouch containing 25gp, 15sp, 30cp, and two Sapphires worth 50gp each. When she is not downstairs, Ginny can be found here.

5c.) Ginny's Room.

This room is kept tidy, with a made double bed, an armoire, a small writing desk and



chair, a small cobblestone fireplace, and a cloak rack. A hope chest sits at the foot of the bed that contains the only few items that Ginny has from her deceased mother. The chest is locked, DC 10 to pick, but is not trapped.

5d.) Guest Rooms.

These rooms are reserved for Greenwater owners and management when they visit Luskan. Each room holds two beds, a small writing desk and chair, an armoire, a cloak rack, and a small cobblestone fireplace. A locking chest at the foot of each bed is there to hold guest's personal equipment.

Chapter 1: Pirates!

Aust Brightwood had sent a message, aboard the Greenwater merchant ship *Witches Tit*, to Waterdeep. From Waterdeep, the message was carried to the headquarters office of Greenwater in Daggerford. It is assumed that the player characters are full members of Greenwater Mercantile and Adventuring Company or they are contracted adventurers that are trustworthy enough to be considered for a management position.

The characters have gone to Waterdeep and boarded *Witches Tit*, which is now under full sail and headed for Luskan. This is a journey that will easily take two tendays, depending on weather and prevailing winds. Roll a d100. On a roll under 40, the trip takes two tendays. On a roll of 09 or less, the winds are favorable and strong, causing the journey to take only one tenday and four days. On any other roll, the trip is taking longer than expected due to storms or less than favorable winds and takes three tendays.

The party is not under a time constraint and need not be in a hurry to get to Luskan. But at some point between Neverwinter and Luskan, the ship is attacked by pirates. Read or paraphrase the following:

The sound of the waves and the gentle rocking of the ship is interrupted by a bosun's whistle from the crow's nest, fifty feet overhead. The sailor above you is pointing and calls down, "Thar be a ship on the horizon! She be flying the black flag!"

The ship is still about 2000 feet away, so the players have some time to decide on how they want to handle this. Any character with access to a spyglass can use it to investigate the pirate's ship. A Perception (WIS) DC 10 will tell the players that the pirate's ship is

flying two flags: The black and white jolly-roger and a second flag bearing a stylized insignia. A History (INT) DC 15 check will allow the character to know that the second flag is the insignia of Ship Rethnor, from Luskan.

The pirates are in a sloop that is smaller and faster than *Witches Tit*, but it isn't armed very well. The sloop has two ballistae on it but will not fire until they are within 400 feet. The pirates are looking to capture, not sink, *Witches Tit*. As such, the ballistae bolts have ropes attached to them that can be used as tow lines to bring the two ships together. The pirate sloop has a crew of ten (NE **Bandits**) and the captain (NE **Bandit Captain**).

Ballista Bolt. Ranged Weapon Attack: +6 to hit, range: 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage and target is restrained.

Witches Tit has a crew of eight (LN **Guards**), plus the captain (LN **Veteran**), and is armed with four ballistae. If the characters are unsuccessful in repelling the pirates, they will be captured and tied up. Their ship is taken by the pirates and sailed to Luskan, where the crew is thrown in a dank dungeon under Captain's Close. In a few days, they are taken to see High Captain Suljack and you should go directly to "The Sit Down."

Treasure: The pirate captain keeps a locked chest in his cabin below. This chest holds 5pp, 25gp, 15sp, 20cp, and three opal gems worth 25gp each.

Development

Having fought off the pirates, *Witches Tit* has no further encounters and docks peacefully in Luskan's Open Shore. A docking fee of 12gp, per day, is charged.

Trouble at the Trading Lodge

When the player characters arrive at the Greenwater Trading Lodge, they find a number of things amiss. Several of the horses and a few oxen are loose in the compound courtyard, around the well. The doors to the warehouse are open and players can see an injured man being tended to by another man. Several crates and barrels have been broken open and their contents spread about (wheat, rice, salted fish, and beer). The injured man is named James and he has been stabbed in the side. His husband, Veleth, is attempting to bandage the wound and tells anyone that asks that they were set upon by five brigands. He tells them that the brigands made their way into the Trading Lodge and that he fears for Ginny's safety.

Read or paraphrase the following when the PCs enter the Trading Lodge:

The lodge is a shambles and shows signs of a recent melee. Tables and benches are overturned, fragments of broken pitchers are strewn about, and two bodies lay in the main area. The first is a dwarf, wearing a blacksmith's apron, with a nasty gash in his head. The second is a **wererat** that has had his chest caved in. Lying next to the dwarf is an intricately inscribed warhammer. Sounds can be heard coming from upstairs and the sound of breaking pottery, followed by a woman's scream.

The **wererat** is clearly dead. A Medicine (WIS) DC 10 check on the dwarf shows that he is merely unconscious and can be roused. The dwarf is named Quinteth Balderk and works as the blacksmith in the compound's stables. He urges the characters to run upstairs and help Ginny and Liam.

When the character's go upstairs, read or paraphrase the following:

A large common area is dominated by a long table, two benches, and a grand stonework fireplace. Three doors on the east and west sides of the common area lead to guest rooms. The Lodgemaster's Office is at the top of the stairs on the east side. The door to the office is open and papers are seemingly being thrown out the door.

Lying across the table with a garrote around his neck is a struggling young man. The garrote is being held firmly by a **wererat** that is intent on choking the man to death.

The **wererat** is focused on killing Liam Bartoleme and doesn't notice the player characters as they come up the stairs. Combat with the **wererat** will draw the attention of the thug in the office, area 5b (CE Illuskan Human **bandit**). Two more thugs (CE Illuskan Human **bandits**) are in Ginny's room, area 5c, and have Ginny Rosanbaum prisoner, but the door is closed and their attention is on Ginny.

Treasure: Each of the **wererats** carries a pouch with 3d12cp. One of them also has a trinket (roll d100 on the Trinkets table in the *Player's Handbook*, page 160-161). The three **bandits** each have 3d6sp and one of them has a jade figure of Umberlee worth 25gp.

Development

Liam is beat up and will talk with a hoarse voice for a while, but he'll be alright. Ginny has a black eye and her clothing is ripped but she shrugs it off with a gruff attitude, stating, "I've had worse from better than the likes of them." Ginny informs the player characters that the thugs were likely looking for the real ledger, which she keeps hidden away in the wall behind the bookshelf.

Ginny points out that the two thugs in her room were actually members of the Luskan

Guard. She explains to the PCs that the guard is run by Ship Rethnor and gives a basic rundown of how politics work in Luskan. She explains that shortly after Aust Brightwood and his entourage left town, the guard and members of the Dead Rats street gang started to harass the Greenwater Trading Lodge. They've made complaints to the watch captain but he simply laughs at them, asking if they think he doesn't have better things to do with his time. She thinks that a visit to the Dead Rats hideout at The Dead Rat tavern and a trip to see the watch captain by official Greenwater members would go a long way towards a remedy for the situation.

Once things have calmed down, Ginny and Liam waste no time in setting the PCs up with comfortable rooms in the lodge and preparing them meals. The PCs can use this time to plan out their next move and can either go to the Watch Captain or The Drowned Rat.



Greenwater Mercantile and Adventuring Company

Est. 1490 DR

The Drowned Rat

Ginny explains to the PCs that the Dead Rats are based out of a tavern, called the Drowned Rat, found in Rat Alley. Rat Alley is found just north of Dragon Beach. The Drowned Rat is a filthy tavern and brothel in a part of town known for lawless behavior. Murders, muggings, and kidnappings are frequent. The Luskan Guard seem to look the other way and avoid Rat Alley altogether. Numerous **scouts** keep a lookout on the alley and whistles or bird calls can be heard as one approaches the tavern. The following areas are keyed to The Drowned Rat map.

- 1.) Taproom.** The taproom of the Drowned Rat serves Poor quality food at Modest prices. The stew is a spiced mixture of potatoes, turnips, and meat. Though, few know what the meat originally was. Wine and ale is available by the mug, pitcher, or gallon and is of low quality. The Drowned Rat does have a signature Rum that is available by the bottle for 5gp. In reality, this is any Rum that the Dead Rats can steal or swindle their way into and rebottled with the

Dead Rat logo. The taproom is usually filled with 1d10 **bandits**, including the staff.

1a.) Private Booths. These curtained booths offer a private place for parties to discuss business.

2.) Guest Rooms. The Drowned Rat is not an inn. These rooms are generally occupied by men and women in various forms of undress and are for the entertainment of guests. Escorts can be seen hanging over the loft calling down into the taproom. The guest rooms are run by Madam Lucilla (NE Illuskan Human **Commoner**). At any time, Lucilla has 1d6 escorts on the job and half of those will be busy with clients.

3.) Members Only Entrance. This entrance leads to the Dead Rat's proper guild hall and is always guarded by a bouncer. The current bouncer is an **orc** named Bluk. Bluk carries a greatclub, instead of the usual greataxe.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 6 (1d8+3) bludgeoning damage

4.) Guild Hall. This large hall is used exclusively by members of the Dead Rats. Meetings with other gangs and guilds are generally held here, as well. The guild hall will usually have 2d6 **bandits** milling about, playing dice, or just drinking.

4a.) Office. This well-appointed office is used by the leader of the Dead Rats to maintain business records and loot from shady dealings. The office is currently used by Tamar Bulger. A specially made safe is kept under the desk and requires three keys to open. Tamar holds a key, Bluk has the second key, and Lucilla holds the third. The lock can be picked with a DEX DC 25 check. The safe contains a human skull, deeds to

a number of properties in Luskan, a Bregan D'aerth signet ring, and a leather sack containing 50pp, 30gp, 45sp, 50cp, and four pink topaz gems worth 50gp each.

5.) Sewer Access. This door leads into the sewers, beneath Luskan.

It cannot be emphasized enough that starting a fight in the Drowned Rat is a bad idea. Even if the PCs are able to win, they'll be marked for death in cities from Luskan to Baldur's Gate on the Sword Coast. Diplomacy is a much better tactic and any rogues in the party will be able to make Persuasion (CHA) (generally between DC10 and DC15) checks with Advantage.

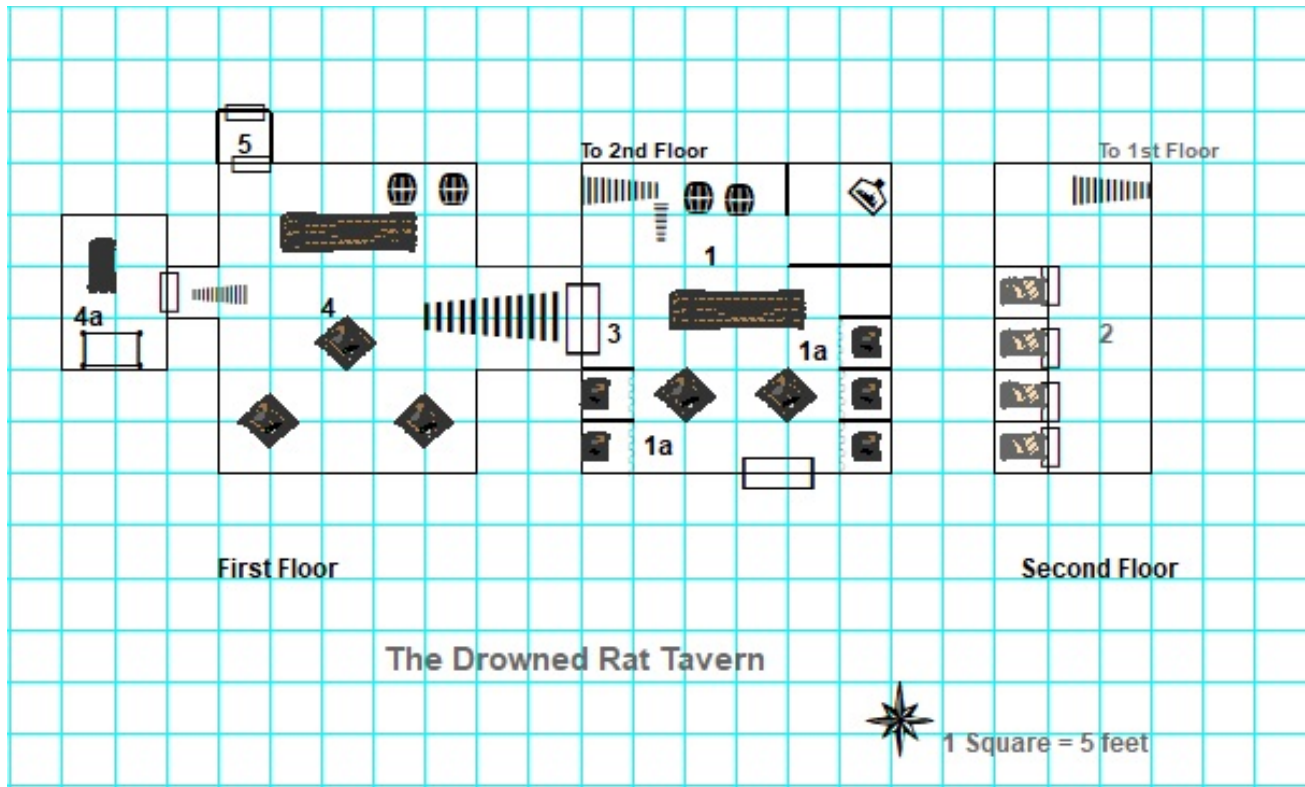
Tamar Bulger (NE Tiefling **Bandit Captain**) is not really the leader of the Dead Rats but is serving in that capacity until a new leader is selected. Not that she wouldn't gladly take up the position, but it seems there is some internal conflicts with the 'Rats lately. Her biggest issue, at the moment, is the Watch Captain.

The Watch Captain is, naturally, on Ship Rethnor's payroll, which makes it difficult for the Dead Rats to move against him directly. The captain has taken over a series of buildings in Luskan's slums and is running a black market slave network out of the city. Tamar is not aware of to whom these slaves are sold, or where they are sent, but she does know that those buildings were fronts for the Dead Rat's black market and escort businesses. She has appealed to High Captain Hartouchen Rethnor for justice, but he has so far rebuffed her requests. If the PCs are willing to deal with the Watch Captain, preferably in a violent manner, Tamar will agree to cease all operations against the Greenwater Trading Lodge. She can also provide the players with a sit down with High Captain Hartouchen Rethnor. Because Ship Rethnor controls the Luskan

Guard, she doesn't offer any further compensation. She wants nothing to tie her to the captain's forthcoming unfortunate circumstances.

Tamar is withholding some information. One of her thugs brought her a Bregan D'aerth signet ring after escaping from a fight with the slavers in the sewers under the slums. He told her that some of the slavers were drow. She, incorrectly, suspects that the drow have ties to Ship Rethnor. Slavery or the drow are not concerns for Tamar. That she isn't getting a slice of that pie is. The adventurers look like they can handle themselves and she's willing to place them in harm's way if she can get her properties back or glean a bit more information on what is transpiring under the city of Luskan.

If the PCs insist on violent actions in the Drowned Rat, the denizens will fight dirty and not be restrained from killing them. Any PC that is reduced to 0 HP will cause all enemies within 5 ft. to attack said PC. This should result in their death. Bodies will be tossed into the sewers, never to be seen again. Survivors will get to witness members of the Greenwater Trading Lodge be murdered over the course of a tenday, culminating in the Trading Lodge being burned to the ground. Over the course of further adventures, the PCs should receive letters informing them of the murder of family members, loved ones, and friends, while fighting off assassination attempts on their own lives. In short, the Dead Rats will not play games.



The Watch Captain

The Captain of the Watch is a pudgy, greasy little man by the name of Walther Grimbleby (LE Male Illuskan Human **Veteran**). Captain Grimbleby likes to brag and tell the commoners that he's actually a member of Ship Rethnor, but this is a lie. He tried to become a "made man" in Ship Rethnor in his younger years but was turned down. Since then, he's taken out this blow to his ego on many of the citizens south of the Market and by harassing people crossing the Upstream Span. He has a taste for cheap liquor, even cheaper harlots, and gambling. Ship Rethnor tolerates Grimbleby because he is a blunt instrument that serves their purpose and because he knows how to put the thumbscrews to the local gangs (sometimes literally) to get them to cooperate.

Recently, Walther has become ambitious concerning his station in life. He and his lieutenant, Marcus Southson (LE Male Illuskan Human **Guard**) came upon a clandestine meeting between the Coin Spinners gang and a party of drow from Menzoberranzan of House Melarn. Grimbleby and Southson interrupted the meeting and killed the two members from the Coin Spinners. Grimbleby promised Elthiriaz (NE Female **Drow Priestess of Lolth**) a steady supply of slaves and that he could do so much better than the Coin Spinners. Elthiriaz, not being stupid, saw the value of having the Luskan Guard doing her bidding and accepted his offer.

Until the last tenday, things had been going very well for Captain Grimbleby. Nobody seemed to notice the missing people that he and Southson had kidnapped and his pockets were full of coin. Lieutenant Southson had even convinced him into taking over some properties in the slums from the Dead Rats gang to run a

prostitution ring. This made it even easier to kidnap some of the slaves, as the clients never expected to find drow poison in their drinks. Things came to a head, however, when the Dead Rats followed Southson into the sewers with his unconscious slaves. A fourth party of drow had shown up, as well: members of Bregan D'aerth. The resulting melee between the drow of House Melarn, Bregan D'aerth, Southson and his men, and the Dead Rats left Southson dead in the sewers.

The sole survivor from the Dead Rats stole a Bregan D'aerth signet ring off of a dead drow and escaped back to the Drowned Rat tavern, not realizing that there were two different groups of drow. Members of Bregan D'aerth made it back to One Eyed Jax and have reported the fight to their superiors. None of the drow from House Melarn survived, which has caused a group of Melarn assassins and scouts to search for Grimbleby. Captain Grimbleby is now frantically trying to cover up his participation in a slavery ring to Ship Rethnor, attempting to smooth things over with House Melarn, and making an attempt to spirit away the wealth that he's made.

The Watch Captain's Office

The Watch Captain's Office resides in a brick-n-mortar building in the North East corner of the Captain's Court district. If the PCs search for Grimbleby here, they'll be told that he had stopped by two days ago but hasn't checked in since. The guard on duty doesn't seem concerned by this and will state that this isn't unusual for the captain, if asked. If prodded for more information, or bribed with 20gp, he'll tell the adventurers that they may try looking in on a well-known brothel in the slums northeast of the Market. He gives them an address and goes back to making his schedule of rounds for the guards.

As the party heads toward the slums, a drow **scout** is following them. Check each of their Passive Perception scores contested by the **scout's** Stealth (DEX) check to see if they notice her. If they see the **scout**, she'll drink a *Potion of Invisibility* and attempt to flee. The **scout** is searching for Captain Grimbleby, as well, and has been keeping an eye on the Watch Office for potential leads to his location. If the party catches the **scout**, she'll fight to the death, refusing to give up any information.

Treasure: The drow **scout** is carrying a +2 shortbow, a quiver of 20 poisoned arrows, two daggers, a symbol of Lolth, and 1d12gp.

The Brothel

The address that was given to the adventurers leads to a rundown three story building in the slums, southwest of Captain's Close. Trash lines the streets and sewage flows like a small creek through the middle of the street. A pair of prostitutes stand outside the building on the stoop and are calling out to anyone that passes by. Make a Sleight of Hand (DEX) check with a +4 as the PCs enter the building. If the check is higher than any of the character's Passive Perception, one of the prostitutes picks their pocket for 1d6gp.

If the players ask about Grimbleby, the prostitutes direct them to the third floor. Read or paraphrase the following:

Rats scurry about the squalid interior of the building and there is the faint tangy scent of disease in the air. A door opens and young girl steps out, dressed in filthy rags. She puts her finger to her lips in a motion of silence then slips into another room. The staircase to the second and third floors

visibly sways and rocks as you go upstairs. You have to frequently take two steps at a time to avoid a missing stair and you are uncertain that the staircase will support your weight.

You breathe a sigh of relief when you reach the third floor and head to the room at the end of the hall. Opening the door, you see Captain Grimbleby tied to a chair with two drow standing before him!

A **Drow Elite Warrior** and a **Drow** have captured Walther Grimbleby, who has 1 hp. On their turn, the **drow** uses his action to attack Grimbleby. The pair will fight to the death.

Treasure: The **Drow Elite Warrior** has two +1 shortswords, a dagger, a symbol of Lolth, and 3d8gp. The **Drow** has a +1 dagger and 2d4gp.

Hidden under the bed is Walther's sack of ill-gotten gains. 5d12gp, 4d6sp, 3d4cp, and four ruby gems worth 100gp each.

Development

If Grimbleby somehow survives, the adventurers will need to decide what to do with him. His death easily solved a problem for them, but he'll beg for his life if they rescued him. One solution would be to smuggle him out of Luskan, which he will happily suggest if it means he'll get to live.

In either case, the adventurers can bring back some form of proof that Grimbleby is no longer an issue. Tamar Bulger, at the Drowned Rat, will be happy to setup a sit down with High Captain Hartouchen Rethnor.

Ten Oaks

Ten Oaks is a three story tall fortress manor, built on a hill surrounded by ten oak trees. The manor sits directly opposite the southwest corner of Captain's Close and is the palatial home of High Captain Hartouchen Rethnor. More than just a home to the High Captain, Ten Oaks is the headquarters for Ship Rethnor. Each corner of the building is a crenelated tower, armed with ballista. Two shifts of twenty guards (LN Male/Female Illuskan Human **Guards**) patrol the fortress manor and High Captain Hartouchen Rethnor maintains an additional retinue of sixteen bodyguards at all times (NE Male/Female Illuskan human **Knights**).

The following locations are keyed to the Ten Oaks maps.

Main Floor

- 1.) Stone staircase and walled compound.** The stone stairs lead up to the top of the hill from the street. Two guards are stationed at the top of the gated stairs in guard buildings. The top of the hill is a walled compound of lush grass and the ten, large oak trees that give the manor its name. A cobblestone path leads from the stairs to the 15 ft. tall double-doors of the manor.
- 2.) Grand Hall.** This hall is inlaid with hardwood floors covered with a large embroidered rug depicting a map of the northern Sword Coast. An elaborate crystal chandelier hangs overhead that would be at home in any Waterdhavian noble's manor.
- 3.) Smoking Parlor.** One wall of this room is dominated by a stone fireplace of dwarven construction. Numerous high-backed, red velvet chairs sit in a circular fashion before

the large fireplace. Round parlor tables are found throughout the room with pipe stands, cork lined tobacco containers, and cigar boxes. Many of the pipes have intricately carved scrimshaw stems.

- 4.) Dining Hall.** The dining hall features a table that is long enough to seat ten people on each side and a throne like chair at the head of the table.
- 5.) Guest Rooms.** These rooms are comfortable with a well-appointed bed, writing desk, locking armoire, and a brazier for warmth.
- 6.) Kitchen.** This large kitchen is used by a staff of ten to prepare meals for the household. Meals are served at seven bells, twelve bells, and five bells regularly.
- 7.) House Staff Rooms.** The household staff lives in these two rooms. A total of thirty maids, butlers, and kitchen staff (various ethnicities/genders Human **Commoners**) take care of household chores and maintenance.

Second Floor

- 8.) Library.** Books, scrolls, and maps litter this room in no apparent order. The truth is that Hartouchen Rethnor is illiterate, but understands the value of books. He frequently comes here to look through the various books, attempting to glean some bit of information that is beyond his grasp. Any character that spends time searching through the room, Perception (WIS) DC10, will find numerous treatises on the Sword Coast, Chult, Waterdeep, and other locations. If they beat the DC by 5 or more, they will find an arcane spellbook with three first level spells,

two second level spells, and one third level spell of your choosing.

9.) Master Bedroom. Hartouchen Rethnor's bedroom consists of a large four-post canopy bed, locked armoire (DEX check DC15 to pick), large writing desk, and a locked chest at the foot of the bed (DEX check DC 20 to pick). The chest is trapped with a poison needle trap (Perception (WIS) DC 15 to find). A large fireplace adorns one corner of the room, over which hangs a **flying sword** that attacks anyone but Hartouchen and the household staff that enters the room.

9a.) Patios. Two large outdoor patios flank the Master Bedroom.

10.) Body Guard's Rooms. These four rooms are for Hartouchen's most

trusted body guards (LE Male/Female Illuskan Human **Knights**). Each room has two beds, two chests, and a brazier for warmth.

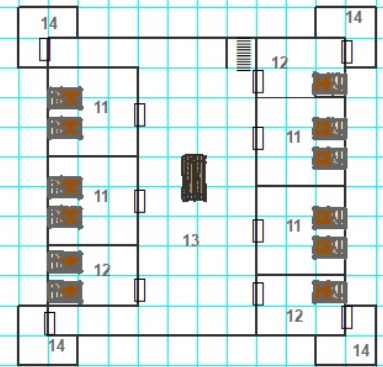
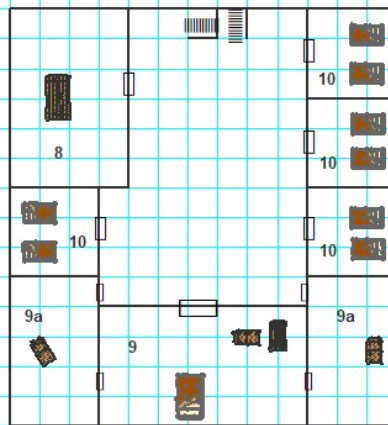
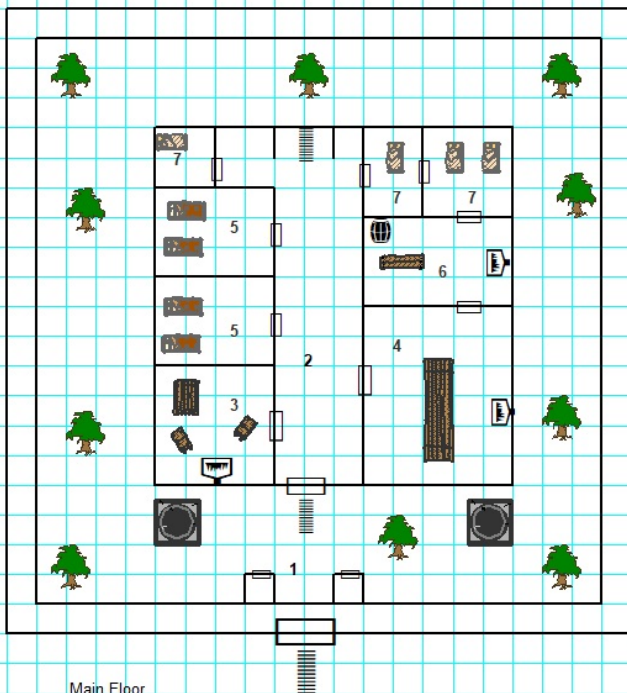
Third Floor

11.) Body Guard's Rooms. These are identical to area 10.

12.) Household Guard Rooms. These rooms each have two beds, two chests, and a brazier.

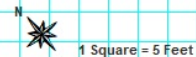
13.) Guard Dining Hall. The household guard dines here and receives their daily assignments.

14.) Watch Towers. These four towers are each armed with a ballista on a swivel mount and manned by two guards.



Second Floor

Third Floor



Main Floor

Ten Oaks

Meeting with Rethnor

Tamar Bulger supplies the PCs with a sealed writ, providing them with entrance to Ten Oaks and a meeting with Hartouchen Rethnor. The guards at the gatehouse, in area 1, will give the adventurers a bit of grief and ask questions as to the authenticity of the writ. When the adventurers are starting to get frustrated with this, the guards will simply shrug and let them in. A servant at the front door (area 2) will greet the PCs and take the writ from them to go fetch the master of the house.

After a brief wait, Hartouchen Rethnor will make his entrance by coming down the stairs. Rethnor is a large, muscular man with a full beard and long hair as black as coal. His piercing grey eyes reveal a man that is willing to kill someone over a trivial matter. Rethnor is dressed in pinstriped grey pants, knee-high brown boots, a loose fitting white shirt, with a wolf fur lined black cloak. He is clearly wearing a scimitar and a leather bandolier across his chest has three daggers sheathed in it. A smokepowder pistol is tucked into his belt, as well.

Hartouchen Rethnor greets the PCs in a gruff but friendly manner, sending his servant to bring mugs of rum for his guests. He then shows them into the smoking parlor (area 3) to discuss business. Read or paraphrase the following:

Hartouchen Rethnor leads you into a lavish parlor, appointed with high-backed, red velvet chairs. One entire wall is stonework fireplace and it appears to have been cut from a single block of granite. Numerous pipe stands sit on various tables, all holding

intricately carved pipes with scrimshaw stems.

The servant returns with pint sized mugs filled with a fine rum. Lighting a pipe, Rethnor begins, "It seems your little mercantile has run afoul of the machinations of the High Captains. Let us parlay and see if there is a way that this can be remedied."

Rethnor will deny any knowledge of Grimbleby's slave network, but an Insight (WIS) DC15 check will prove this to be a lie. He will state, correctly, that slavery is illegal in Luskan and will want to keep Ship Rethnor's name out of it. Rethnor will agree to cease acts of aggression towards the Greenwater Trading Lodge and will call off the Dead Rats. With a Persuasion (CHA) DC15 check, he will also agree to set a sit down with Dagmaer Suljack, to discuss the issues of piracy.

Unbeknownst to the PCs, Rethnor will hire a group of assassins to kill them. He can't allow for it to get out that Rethnor was tied to a slavery ring in Luskan. These assassins will appear at later points in this adventure.

Development

Assuming that the PCs can convince Hartouchen Rethnor to setup a sit down with Dagmaer Suljack, proceed to "The Sit Down." If not, the PCs will need to come up with another way to set the meeting to end piracy of Greenwater ships. One suggestion would be to ask Tamar Bulger to setup the meeting. Or perhaps a rogue in the party can use his connections over the course of several days to setup the meeting.

The Sit Down

Dagmaer Suljack is a small woman with blonde hair that she keeps braided tight to her scalp. She's proven herself to be a shrewd leader of Ship Suljack and her demeanor belies her deadly abilities. Dagmaer is always seen with her +2 NE sentient rapier, *Tordenvaer*, at her side but she isn't quick to anger. She often consults, via telepathy, with *Tordenvaer*, over matters concerning Ship Suljack and her courses of action. It would seem that many of her decisions are guided by *Tordenvaer*, though this is known only to her.

Tordenvaer: +2 Rapier (1d8+2 piercing damage). Sentient (INT: 16, WIS: 12, CHA: 12), Alignment: Neutral Evil, Hearing and normal vision out to 30 ft. *Tordenvaer* is a glory seeker and wishes to establish its wielder as a famous or notorious figure. Once per long rest, *Tordenvaer* can cast *Thunderous Smite*.

The home of Dagmaer Suljack is a two story tavern lodge sitting at the southern end of Captain's Close. The lodge usually has ten guards (LN Male/Female Illuskan **Guards**) and ten of Dagmaer's personal bodyguards (NE Male/Female Illuskan **Knights**) on watch. In addition, there will be 1d12 **Bandits** in the lodge taproom drinking and carousing. All are loyal to Ship Suljack. The décor of the lodge is nautical in nature, with the large round shields preferred by the Northman, long and short swords, and nets bedecking the taproom.

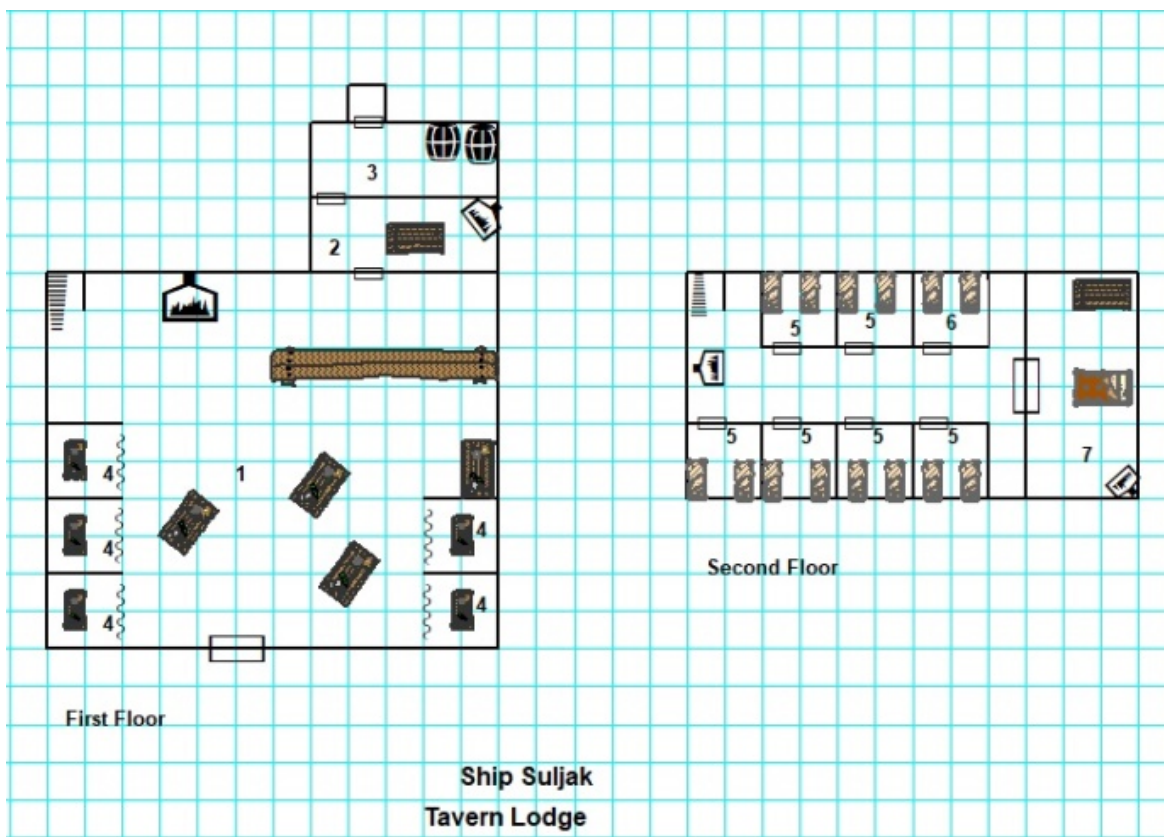
The following areas are keyed to the Suljack Lodge map.

- 1.) Taproom.** The taproom is run by Milton Dorry (LN Male Illuskan **Commoner**). Milton serves modest meals, ale, wine, and fine rum. Milton is assisted by his daughter, Sevia (LN Female Illuskan **Commoner**).
- 2.) Kitchen.** An angry dwarf named Verger the Clanless (NE Male Dwarf

Commoner) shouts curses at anyone that interrupts his cooking. Despite his demeanor, Verger is a fairly good cook.

- 3.) Cold Storage.** Brown mold is kept locked in a small subterranean chamber, keeping this storage area just above the freezing point. Ale kegs, wine racks, and shelves of rum are kept in this area, along with perishable foods.
- 4.) Private Booths.** Sometimes a pirate needs a little privacy.
- 5.) Guest Rooms.** The guest rooms are usually used by Ship Suljack guards, but can quickly be made up for more important guests. Each room contains two beds, two chests, and a writing desk.
- 6.) Bodyguard's room.** This room is for Dagmaer Suljack's two most trusted bodyguards.
- 7.) Master Suite.** This is Dagmaer Suljack's quarters. A large featherbed, writing desk, and bookshelves furnish this room. A large fireplace adorns the corner of one wall. A small chest on the desk is locked, but not trapped (DC 15 DEX check to pick). It contains 2d10pp, 3d20gp, 4d6sp, 2d12cp, and a ruby and platinum necklace worth 200gp.





Staying the Night

When the PCs first arrive at the lodge, they are informed that High Captain Dagmaer Suljack is away on Ship business. The High Captain is expected to return tomorrow morning and Milton Dorry insists that the adventurers stay the evening. Milton's daughter, Sevillea, will prepare rooms for them on the second floor. Nobody seems to mind the presence of the adventurers and the atmosphere of the taproom is jovial.

During the evening, five assassins consisting of three NE Illuskan Human **Spies** and two **Scouts** stealth into the second floor and attack the PCs. None of these assassins bare any markings or other information as to who may have sent them. They will fight to the death and will prefer suicide over being captured.

Meeting Suljack

The player characters are woken in the morning by Sevillea and told that the High Captain wishes to speak with them in a private booth in the taproom. Dagaemar is waiting in one of the booths, just as

described. The table is laid out with food and a gallon of ale: sausage, brazed cabbage, bread, and a brick of cheese. Read or paraphrase the following:

High Captain Dagmaer Suljack eyes you wearily, as she stabs a piece of sausage with a dagger and eats it. Washing the food down with a gulp of ale, she says, "I hear that you haven't been paying your due. What kind of deal can you offer that will cause my crews to look at fatter targets?"

Allow the PCs to barter with Dagmaer using Persuasion (CHA) DC15 checks to make their case. If the PCs break their promise to Hartouchen Rethnor and bring up the drow or the slavery ring, give them two automatic successes. Dagmaer was not aware of the slavery ring, but waves that off as a simple matter of business that the Captain's Court can deal with. The drow is another matter and she has heard rumors that House Melarn has had spies in the city. She is a bit surprised that the PCs would tell her this information and double-cross Ship Rethnor, though. *Tordenvaer* is impressed by this and suggests to Dagmaer that the

adventurers may be useful in ridding Luskan of Ship Rethnor completely.

Dagmaer is surprised at hearing about the assassins that attacked the night before. She professes no knowledge of this being planned and an Insight (WIS) check DC 10 proves this.

Once the PCs have succeeded in three Persuasion checks, read or paraphrase the following:

Dagmaer considers all that has been said. After a moment of thought, she says, "Here is my offer and it is not negotiable. Greenwater Mercantile and Adventuring Company will continue to operate with their fifty percent discount in taxes. But ten percent of that discount will go directly to Ship Suljack. This will buy your ships protection from Neverwinter to the Sea of Moving Ice and the western isles. Ship Suljack will cease piracy on your vessels and offer escort when needed."

She spits in her hand and offers it for shaking, to seal the deal.

As stated, the negotiation is finished and no better deal will be offered by Dagmaer Suljack. With the only deal to be taken, the players are welcome to finish their breakfast and depart the lodge.

Conclusion

The player characters have successfully dealt with The Dead Rats, Ship Rethnor, and

Ship Suljack in an impressive manner. Over the course of the next two tendays, both of Greenwater's ships, *Witches Tit* and *Bitch Queen* arrive in The Open Shore to be loaded with cargo from Ironmaster. The ships will take a few days to set sail, setting up the events of Chapter 2.

The PCs should be level 6 by this point in the adventure.



Chapter 2: Closed Port

It has been close to a month since the events in Chapter 1. The captains of *Witches Tit* and *Bitch Queen* come to the Greenwater Trading Lodge with news that their ships are not being allowed to leave the port. The Luskan Guard has chained the ships to the dock and they are not allowing the crews to board the vessels. The two ships are currently loaded with ore, gemstones, weapons, and armor from Ironmaster and were getting ready to set sail for Neverwinter and Waterdeep. Each ship had a letter posted to the gangplank. Read or paraphrase the following:

To the Masters of Greenwater Mercantile and Adventuring Company,

Your company is in arrears with taxable donations to the city. As such, all vessels will be impounded until payment has been made in full. If payment is not made within a tenday, further property may be seized by Ship Kurth. If you wish to discuss this matter further, please come speak to me or my representative at One Eyed Jax on the morrow.

Sincerely,
Beniago Kurth

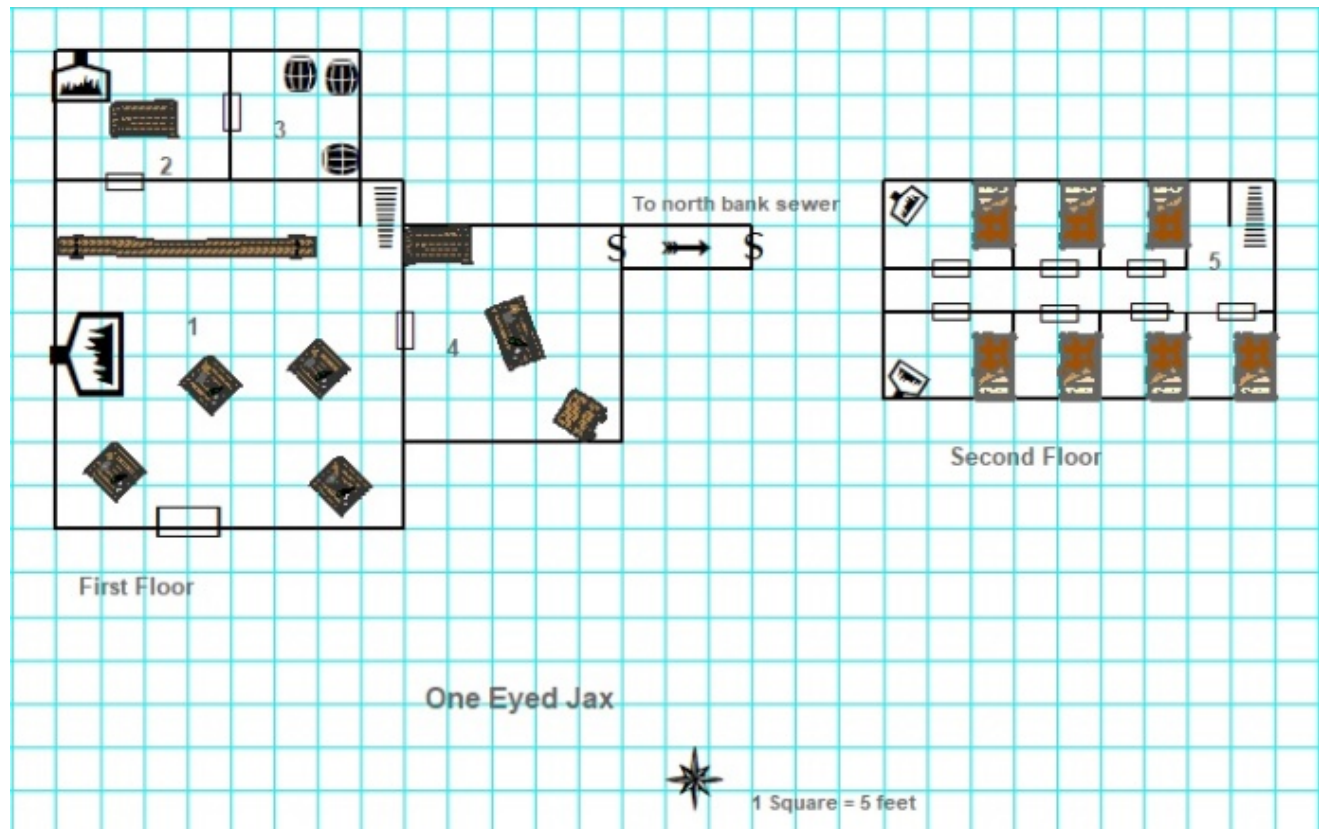
One Eyed Jax is a tavern and inn located on the northern bank. It is notable for having a higher than usual number of drow clientele and is rumored to be directly owned by Beniago Kurth. This can be learned from Ginny, or the players can make an Investigation (CHA) DC 15 around the city to find this out (Note: CHA is used in this case since it involves the PCs asking contacts for information. Lower the DC by 5 if they spend 50gp to grease some palms).

One Eyed Jax

One Eyed Jax is a seedy tavern and inn on the northern bank of Luskan. The barkeep is a young woman by the name of Serena. She is a lithe woman with grey eyes and deep brown hair. Any flirtations with Serena will be met with a stern eye and "I am spoken for by Jarlaxle." Whether this is true or not, Serena seems to believe it. The tavern and inn generally has a roguish clientele of pirates, smugglers, and cutthroat mercenaries. At any given time, there will be at least 1d6 drow of various classes in the tavern. Despite its reputation, One Eyed Jax is known as the most reliable inn for foreigners in Luskan and charges 2gp per night for a room.

The following areas are keyed to the One Eyed Jax map:

- 1.) Taproom.** A large fireplace provides much of the light for this dark tavern. The ceilings in the taproom are fairly low at only 8 ft. Windows are heavily curtained with thick, velvet drapes.
- 2.) Kitchen.** Meals are prepared on two wood-burning ovens and a larger fireplace.
- 3.) Storage.** Ale, wine, brandy, rum, and salted meats are stored here.
- 4.) Beniago Kurth's Private Lounge.** This is the private room of the High Captain of Ship Kurth. A secret door leads into sewers of the north bank of Luskan, coming out near the Long Span to Blood Island. An arrow trap guards the entrance from the sewer (Perception (WIS) DC 15 to detect, DEX DC15 to disable).
- 5.) Guest Rooms.** These rooms are available for rent.



Meeting Beniago Kurth

Beniago Kurth is tall, wiry, man with green eyes and long blond hair that he keeps in braids. He is armed with a **Longsword of Wounding** and a **Dagger of Venom**. He is known for wearing **+3 Studded Leather Armor** and a **Cloak of Displacement**. Kurth seems to have a dry sense of humor and is generally soft spoken. If it were not for the fact that he is the High Captain of Ship Kurth, few would suspect him of the kind of actions he regularly takes. When the PCs arrive at One Eyed Jax, Serena serves them ale and a platter of food, telling them that it is on the house. After a few moments, the players will be approached by a drow **Scout**. He will tell them that Beniago Kurth is ready to see them and will lead them back to Kurth's private lounge (area 4).

Kurth is sitting in a large chair towards the corner of the room, smoking a thin cigar. There are two other drow **Scouts** in the

room with him, sitting at a table against the wall. Read or paraphrase the following:

Beniago Kurth looks you over and offers seats at a table in the center of the room. A gallon of ale and bottles of brandy adorn the table, along with a wheel of cheese and some dark rye bread.

“We are all plain folk in a difficult city, just trying to do business. So, let us speak plainly: I am aware of the deal that your organization made with Ship Taerl. I am also aware of the deal you made with Ship Suljack. And I know that you have met with Hartouchen Rethnor. You do not get to be the High Captain of the First Ship without having ravens whispering every secret in your ear.”

He pauses a moment and takes long pull on his cigar, then continues, “I’m ready to allow you to keep all those deals in place. But I need you to do a job for me. You see, I’m also aware that the drow of House Melarn are infiltrating my city. My associates and I

cannot allow that to continue but we also cannot allow our names to be involved in any action against Melarn. My price for allowing you to keep the deals is this: go into the sewers of the south bank and rid Luskan of this drow presence.”

At this point, the PCs should be aware that the drow have had something to do with the slavers. If they're not aware that it is House Melarn, Beniago will fill them in. However, he will not explain the drow presence in his private lounge or in One Eyed Jax as a whole. He simply refers to them as his, “associates.”

The players will undoubtedly try to procure some form of payment. Beniago is not going to pay them a single copper, but he will allow them to keep any treasure they find in the course of the job. Once they have completed the work, Beniago will order that the Greenwater ships be released and the port will be opened to them again.

The South Bank Sewers

The sewers under Luskan are a deadly and violent place with a diverse population. Until recently, the Dead Rats had claimed the sewers under the Market as their sole turf. The Dead Rats were nearly hunted to extinction by an unknown assailant that used poison until they were aided by a group of adventurers. Sections of the sewer are still filled with poison gas, however. These sections will be marked with a **P** on the map. Characters in these sections will need to make a DC15 Constitution saving throw or take 1d10 poison damage each round and be poisoned for hour.

The sewers beneath the south bank are actually parts of the ancient city of Illusk. Most of the relics that would have been found have already been picked over by adventurers or gang.

The following areas are keyed to the South Bank Sewers map. See the General Features Sidebar for details on the environment.

South Bank Sewers General Features

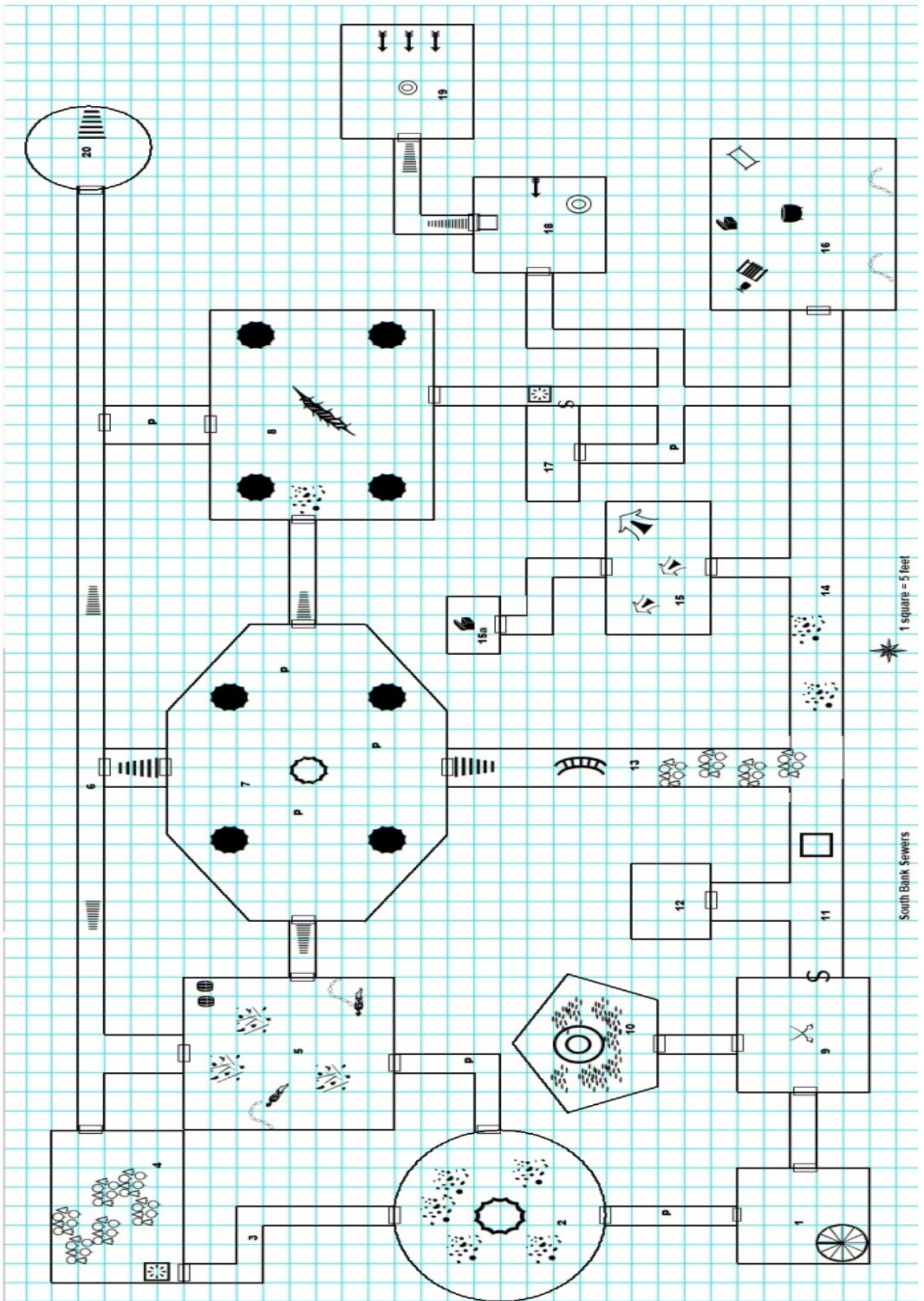
Ceilings. The ceilings are 10 feet high in open chambers and 8 feet high in any connecting hallways.

Floors. Floors are generally wet and uneven cobblestone, but traversable. Areas with rubble markers are considered difficult terrain.

Doors. Doors are made of thick iron and sealed with a pressurized wheel in the center.

Lighting. The sewers are generally dark and adventurers will need to rely on Darkvision or their own light sources. In populated camp areas, there will generally be torches lit. If the characters are using open flame torches, there is a 25% chance of igniting a methane pocket in any hallway or chamber that will cause 4d6 fire damage from the resulting blast and ignite any flammable materials.

Food and Water. With the exception of a few mushrooms (stated in those areas), foraging for food will not be an options. Water sources in the sewers are not potable without a *Purify Food and Drink* spell. Even boiling the water is not advisable.



1.) Sewer Entrance. The entrance to the sewers is located just east of Dragon Beach. It is a simple manhole cover with rusted iron handholds leading down into the stink and filth beneath Luskan. The handholds end at a carved stone platform, with a spiral staircase that leads another 100 ft. down. The stone stairs are open with no hand rails and are covered in wet slime and filth making them difficult terrain. An Acrobatics (DEX) DC 10 check is required to avoid slipping in the muck and falling to the bottom, resulting in 25 (8d6) bludgeoning damage. The hallway north is filled with poison gas (CON saving throw DC 15. Failure indicates 6 (1d10) poison damage per round and the Poisoned Condition for one hour).

Read or paraphrase the following when the characters enter the sewers:

The stench and filth of Luskan fills your nostrils in an overwhelming cloud as you descend into the south bank's sewers. The square chamber at the bottom of the spiral staircase is damp and slick with slime. Doors exit the chamber to the north and east.

2.) Waste Collection Chamber.

Read or paraphrase the following:

This circular chamber has a large hollow column in the center of it with several holes along its length. Sewage waste from

various sources flows out of the holes and collects at the bottom in this room, which has overflow grates positioned along the wall at a depth of 4 feet.

The first time a door is opened to this chamber, a 3 ft. tall torrent of raw sewage is released into the hallway beyond. Characters of Small size need to make a DEX DC 10 saving throw to keep their footing or fall prone in the sewage suffering the Poisoned Condition for one minute and requiring a DC 11 CON saving throw or become infected with **Sewer Plague**. The hallways south and east are filled with poison gas (CON saving throw DC 15. Failure indicates 6 (1d10) poison damage per round and the Poisoned Condition for one hour).

3.) Yellow Mold Hall. This hall is lined with yellow mold and slime coats the floor. Moving from one end to the other requires a DEX DC 15 saving throw or the mold is disturbed, requiring a CON DC 15 saving throw resulting in 11 (2d10) poison damage and being poisoned for one minute. While poisoned, the creature takes 5 (1d10) poison damage at the beginning of each of its turns. The saving throw can be repeated at the end of each of its turns.

A furry, yellow, mold covers the walls and ceiling of this long hallway. The floor is covered with slime and filth, as a small stream of water flows south.

4.) Mushroom Forest Chamber.

The south door to this room is

locked (DEX DC 15 check to pick the lock or a STR DC 25 check to force the door open) and a 5 ft. square, 15 ft. deep spiked pit trap sits just north of the door. The trap can be detected with a successful Investigation (INT) DC 15 check. Falling into the pit causes 4 (3d6) bludgeoning damage and 11 (2d10) piercing damage. A 3 ft. ledge along the southern edge of the pit trap allows entrance to the room, requiring a DC 10 Acrobatics (DEX) check to maneuver.

This chamber is filled with a fungal forest of various types of fungi and the floor is padded, mossy dirt. The chamber is lit by bioluminescent Nightlight fungus.

A successful DC 15 Nature (INT) check will provide a number of edible and useful fungi. Barrelstalks can provide 1d4+4 gallons of water and 1d6+4 pounds of food. Ripplebark can provide 1d4+6 pounds of food, but tastes better if it is roasted. Nightlight can be used as light sources and provides bright light in a 15 foot radius and dim light for another 15 feet. If the Nature check is failed by 5, the characters still find the edible fungus but are mistaken to think that Tongue of Madness fungus is useful. Eating this will require a DC 12 Constitution saving throw, failure meaning that the character will speak aloud every thought they have for the next hour.

If the PCs are in need of a safe room to make camp, this is the perfect place.

5.) **Makeshift Prison.** Read or paraphrase the following:

This chamber was used as a prison at some point in the past. Two human skeletons are chained to the west and east walls. Debris clutters the room.

The floor is difficult terrain. Some barrels containing spoiled wine sit in the northeast corner. A **Roper** has claimed this room as its demesne and uses the clutter of the floor as camouflage (Perception (WIS) DC 15 to spot). The hallway south is filled with poison gas (CON saving throw DC 15. Failure indicates 6 (1d10) poison damage per round and the Poisoned Condition for one hour).

Treasure: The **Roper's** gizzard contains 1d6pp, 2d6gp, 1d6sp, 4d6cp, and roll once on **Magic Item Table F** the *Dungeon Master's Guide*.

6.) **Long Hall.** Any player character with a Passive Perception higher than 10 will notice that this hallway is scoured clean and the floors are spotless. The center of the hallway is raised with stone cut stairs that rise up 25 ft. On the raised section of the hall, a **Gelatinous Cube** has made its home.

Treasure: The **Gelatinous Cube** contains 2d6gp, 1d6sp, and 2d6cp in various stages of decomposition. Roll once on **Magic Item Table B** of the *Dungeon Master's Guide*.

7.) Ruined Temple.

This massive temple structure has not seen worship in hundreds, if not thousands, of years. It is difficult to determine which of the Gods this temple was dedicated to, as many of the statues and frescoes on the walls and columns have been purposely defaced. The greenish poison gas pervades in this room and a number of corpses litter the floor. A hollow central column oozes a black, viscous, slime from multiple affluent ports.

A successful DC 15 Religion (INT) check will reveal that this temple was originally dedicated to Auril, the Goddess of winter. If the DC succeeds by 3 or more, it is revealed that the temple was defaced and rededicated to Gruumsh, the orc god of Storms and War, at some point in the distant past. A **Black Pudding** has taken up residence in the hollow central column and will attack anyone that comes within 5 ft. of the column. Because it is hidden in the column, the **Black Pudding** has three-quarters cover.

8.) Fissure. This chamber appears to be similar to area 7. However, a successful DC 15 religion check will reveal that this part of the temple complex was dedicated to Umberlee, Goddess of the Sea. Succeeding by 3 or more reveals that the temple was rededicated to Luthic, the orc Mother-Goddess of fertility and healing. The hallway north is filled with poison gas (CON saving throw DC 15. Failure indicates 6 (1d10) poison

damage per round and the Poisoned Condition for one hour). Read or paraphrase the following:

This temple is dominated by a large fissure that has opened in the center of the floor. Four support columns adorn the corners of the room and broken statue lies crumbled in front of the eastern door. Addition doors lead out of the room to the north and the south.

9.) Battle Site.

The corpses of ten humans, dressed in black wet robes, litter the floor of this room. Crossbow bolts pepper several of the corpses and others seem to have died of stab wounds.

A Medicine (WIS) DC 10 check will show that these corpses are only a tenday old. A search of the corpses with a DC 10 Perception (WIS) check will reveal a symbol on a necklace. The symbol is a cross with the bottom connected by a straight line. These were Crushing Wave cultists that had attempted to infiltrate Luskan and were killed by the drow slavers of House Melarn.

The wall to the east contains a secret door. Investigation (INT) DC15 is required to locate it.

10.) Coin Fountain. This chamber contains a dais in the center, with a 5 ft. diameter hole in the ceiling. The floor of the chamber is filled with water to a depth of 2 ft. and water runs down the walls from above.

Water cascades down the walls of this well. It is clear that the well was once an elaborate fountain but now only the dais remains. Coins litter the floor of this chamber, just beneath shallow water.

Treasure: The floor of this chamber contains 2d6pp, 4d6gp, 4d6sp, and 10d12cp.

11.) Grand Hall. This 10 foot wide corridor travels east and west and is lined with sarcophagi. An 8 ft. wide and 15 ft. deep pit trap lies in the middle of the hall 35 ft. from the secret door to the west. An Investigation (INT) DC 15 check will reveal its location. Characters that fall into the trap suffer 6 (1d6) bludgeoning damage. A 3 ft. ledge on either side of the pit will allow players to circumvent the trap. The trap can be wedged shut, or open, with spikes and Thieves' Tools with a successful DC 10 DEX check.

12.) Slave Pen. This room served as a temporary slave pen when Grimbleby would await the drow slavers from House Melarn. There are two dead bodies in the room: one is a young girl about fourteen years of age. The other is a man in his early forties. A successful DC 15 Medicine (WIS) check reveals that they both died of Sewer Plague, aided by the beatings they both took. The corpse of the girl clutches a small whistle made of golden wood.

13.) Temple Grand Entrance. Double bronze doors, with a relief

of the Goddess Auril, stand to the north. The center of the 10 ft. wide hall is bisected by an ornately carved stone bridge, under which brackish sewer water flows. At the south end, a mushroom forest has grown that is similar to area 4. If the players approach from the south, read or paraphrase the following:

A forest of mushrooms has grown thick in the the entrance to this grand hall. Beyond the fungi, a stonework bridge is carved with dwarven runes over a fast flowing river of sewage. The double bronze doors to the north depict an image of Auril, the Winter Goddess.

14.) Partial Ceiling Collapse. The ceiling has partially collapsed here and causes the floor the be considered Difficult terrain. There is a 33% chance that a further collapse will occur as the players move through this area requiring a DC 15 DEX saving throw. On a failure, players will take 7 (2d6) bludgeoning damage and half damage on a success. A message is smeared on the wall in feces and blood in common. It reads, "Beware the witch."

15.) Dead Rats Camp. The door to this area is barred from the inside and a small sliding slot in the door allows those within to see south into the hallway. The door can be forced open with a successful DC 20 STR check.

The camp consists of four **Wererats** and their leader, a **Gladiator**. They will open the

door with a successful DC 15 Persuasion (CHA) check, or by using the password, "Oodalalie." If the PCs get in, three of the **Wererats** move to guard the door to the north and will not allow the players to move past them. If the PCs force the door open, the **Gladiator** and one **Wererat** attack them while the other three **Wererats** move to guard the north door.

When the PCs come to the south door, read or paraphrase the following:

A slot in the door, about chest height, slips open and a rat-like face peers out. "Who'er you, now? Yer not gettin' past this door without the password!"

15a.) Dead Rats Vault. The Dead Rats have stowed any treasure they find in the sewer in this room in a chest. The room is guarded by two **Giant Rats**, both infected with **Sewer Plague**.

Treasure: The Dead Rats have amassed 3d6gp, 2d6sp, and 5d6cp. In addition, roll once on **Magic Item Table B** and **F** in the *Dungeon Master's Guide*.

16.) The Witches Lair. A **Sea Hag**, named Driftwood Olga, was drawn to the sewers by the Cult of the Crushing Wave when they attempted to infiltrate Lusakn. She has setup a residence in this chamber, along with two Crushing Wave **Cult Fanatics**. Driftwood Olga has been known to trade with the drow slavers for rare Underdark commodities, and

slaves, to use in her rituals. Her most recent purchase is a ten year old boy, named Alfred (CG Male Illuskan Human **Commoner**), that is currently chained to the wall. Alfred's sister was not so lucky and was killed by the Hag. If the **Cult Fanatics** are killed and Olga has lost half of her hit points, she will attempt to bargain with the PCs for her life. She can offer any potion you desire or to scry on the drow.

This room contains a ghastly scene. An old woman, wrapped in wet seaweed, is stirring a cauldron in the center of the room. A table in the northwest corner is drenched in blood and the head of a young girl with blonde hair rests atop it. Chained to the south wall is a young, blonde haired boy, that is crying uncontrollably. Two men in wet robes, armed with tridents, advance on you.

17.) Elemental Chamber. This room is recessed from the door and filled with water to a depth of 3 ft. When the players step into this chamber, the water swirls up into a **Water Elemental** and attacks.

The hallway south is filled with poison gas (CON saving throw DC 15. Failure indicates 6 (1d10) poison damage per round and the Poisoned Condition for one hour). The east wall holds a secret door (Investigation (INT) DC 15 to find). A spiked pit trap sits just to the north of the secret door. A successful DC 15 Investigation (INT) check reveals the trap. Falling into the pit

causes 4 (3d6) bludgeoning damage and 11 (2d10) piercing damage. A 3 ft. ledge along the western edge of the pit trap allows for a way around, requiring a DC 10 Acrobatics (DEX) check to maneuver.

18.) Antechamber.

A round dais with a gearwork clock atop it sits in the southwest corner of this room. A door leading north is locked by two stonework clasps: One on the top and one on the west side.

The west door is guarded by a **Poison Dart** trap. The pressure plate on the floor can be found with a successful DC 15 Investigation (INT) check.

Poison Dart: *Ranged Attack:* +8 to hit, 2 (1d4) piercing damage. Target must succeed on a DC 15 CON saving throw, taking 11 (2d10) poison damage on a failed save or half damage on a successful one.

The door to the north can be forced open with a successful DC 30 STR check. The clasps that lock the door are in the twelve and three positions. If the PCs set the clock on the dais to 3:00, the clasps unlock and the door opens.

19.) Forge of Umberlee.

A statue of Umberlee, Goddess of the sea, stands on a dais in this room. Clutched in her hand is an ornate trident.

The west door is guarded by a **Poison Dart** trap. The pressure plate on the floor can be found

with a successful DC 15 Investigation (INT) check.

Poison Dart: *Three Ranged Attacks:* +8 to hit, 2 (1d4) piercing damage. Target must succeed on a DC 15 CON saving throw, taking 11 (2d10) poison damage on a failed save or half damage on a successful one.

Treasure: The trident in the statue's hand is a **Trident of Fish Command**. There is nothing else in this room.

20.) House Melarn Slavers.

Opening the door, you see a group of five slaves being led down a stairwell into darkness by drow. All are shackled and chained together by collars on their necks. Three more slaves are found in cages in this circular room. At the top of the stairwell stands a female drow. As soon as you are seen, the female drow orders her soldiers to attack!

The drow are a difficult challenge with two **Drow**, one **Drow Elite Warrior**, and one **Drow Priestess of Lolth**. Initially, the **Drow Elite Warrior** will charge into fight the PCs, while the two **Drow** hang back to protect the **Drow Priestess of Lolth**. The **Drow Priestess of Lolth** will support the **Drow Elite Warrior** with healing spells and area effect spells, such as *Web*.

The stairwell in this circular chamber leads down into an Underdark passage that travels south. Feel free to expand your adventure here or to add it to your *Out of the Abyss* campaign.

Treasure: The **Drow Elite Warrior** carries a *+2 Shortsword* and 3d6pp. The **Drow Priestess of Lolth** carries a *Wand of Entanglement* with 12 charges and 2d6pp, 4d6gp, and 3d6sp.

Conclusion

The PCs have vanquished the drow slavers of House Melarn and,

hopefully, rescued some slaves in the process. High Captain Beniago Kurth is good to his promise and opens the dock to Greenwater ships.

The PCs should reach level 7 by this point in the adventure.



Chapter 3: Revelations!

Since the adventurers have put down the slavery ring and smoothed things over with Ship Kurth, life in Luskan over the last month has become rather ordinary. Or, at least, as ordinary as it can get in Luskan. Greenwater has dispatched a trading caravan north, to Ironmaster, and business is running smoothly.

One evening, as the adventurers sit around the Greenwater Trading Lodge, Ginny relates a tale of a strange little gnome she encountered at the Market. Read or paraphrase the following:

You're deep into your cups, as you sit around the trading lodge and warm yourselves by the fire. Ginny brings out another gallon of ale and absently chats about her day. Your ears perk up when you hear her say, "...and that were when I ran into the strangest little fellow. A gnome, from the Dessarin Valley. He were plannin' to go down below the Illuskan Ruins. Said he were lookin' for somethin' called the Stone of Orcus. I told him to be careful! The spirits O'that awful place have been restless lately! He din't seem to pay me no mind, though."

The adventurers should need no introduction to who Orcus is, but the players may need a little background. Orcus is the Demon Prince of Undeath, known for wielding the artifact known as the *Wand of Orcus*. Full information and stats on Orcus can be found in *Out of the Abyss* and *Mordenkainen's Tome of Foes*. The gravity of what this implies should be impressed upon the players.

If Ginny is asked about the name of the gnome, she simply replies, "Hmm, Tam or Tamarine something-or-other. I din't write it down er nuthin'." Adventurers can make

a History (INT) check with a DC 15 to find more information on the Stone of Orcus. Success gives the information found in the Stone of Orcus sidebar. If the PCs fail this check, they can attempt to gain a meeting at the Hosttower of the Arcane Brotherhood.

The Hosttower

Gaining an audience with any mage at the Hosttower of the Arcane will be difficult. The adventurers will be turned away if they simply try to go to the Hosttower. However, if the adventurers use the contacts they have made, they may have some success. A successful DC 20 Investigation (CHA) check will provide a lead to meeting with High Captain Throa Taerl.

Throa Taerl is a red haired beauty, well known for her roguish charm and her cutthroat business dealings. A successful DC 15 Persuasion (CHA) check will be enough to convince Throa to setup a meeting with Druette the Raven, Overwizard of the North.

Druette the Raven is dark haired woman with pale skin that appears to be in her mid-twenties, though she is far older than that. A day after Throa Taerl sets the meeting, a handwritten message arrives at the Greenwater Trading Lodge.

Greetings,

You are humbly invited for tea at the Hosttower of the Arcane. Please arrive at two bells. Dress is casual. I am eager to make your acquaintance.

*Druette the Raven
Overwizard of the North*

From a distance, the Hosttower of the Arcane may appear as a gigantic leafless tree.

Up close, however, the tower is nearly horrific and appears as though a large metal and stone claw had thrust up from the ground. The tower branches off into smaller towers that seem to reach for the clouds in the sky. The effect of the Hosttower is unnerving and the players should make a DC 10 WIS saving throw to avoid fear effects.

Entering the Hosttower is a mercurial experience and the PCs will find themselves suddenly standing before a door with a brass knocker, with no recollection of how they really arrived there. Once the adventurers have knocked, a servant will answer the door and allow them in and seat them at a round table. Tea is served and then Druette the Raven makes her entrance. Read or paraphrase the following:

Druette the Raven sits at the table and looks you over as she takes a sip of her tea. "Hmm...I was expecting the young tiefling. No matter. It is too bad about her comrade, though. I understand you are seeking knowledge on the Stone of Orcus," she says.

Druette the Raven will supply the PCs with the information found in the Stone of Orcus sidebar and give them a magic scroll that will allow them to destroy it. If you wish, she can be a font of information for other arcane matters, as well. Once she has given the PCs their information, she politely finishes tea with them and sends them on their way.



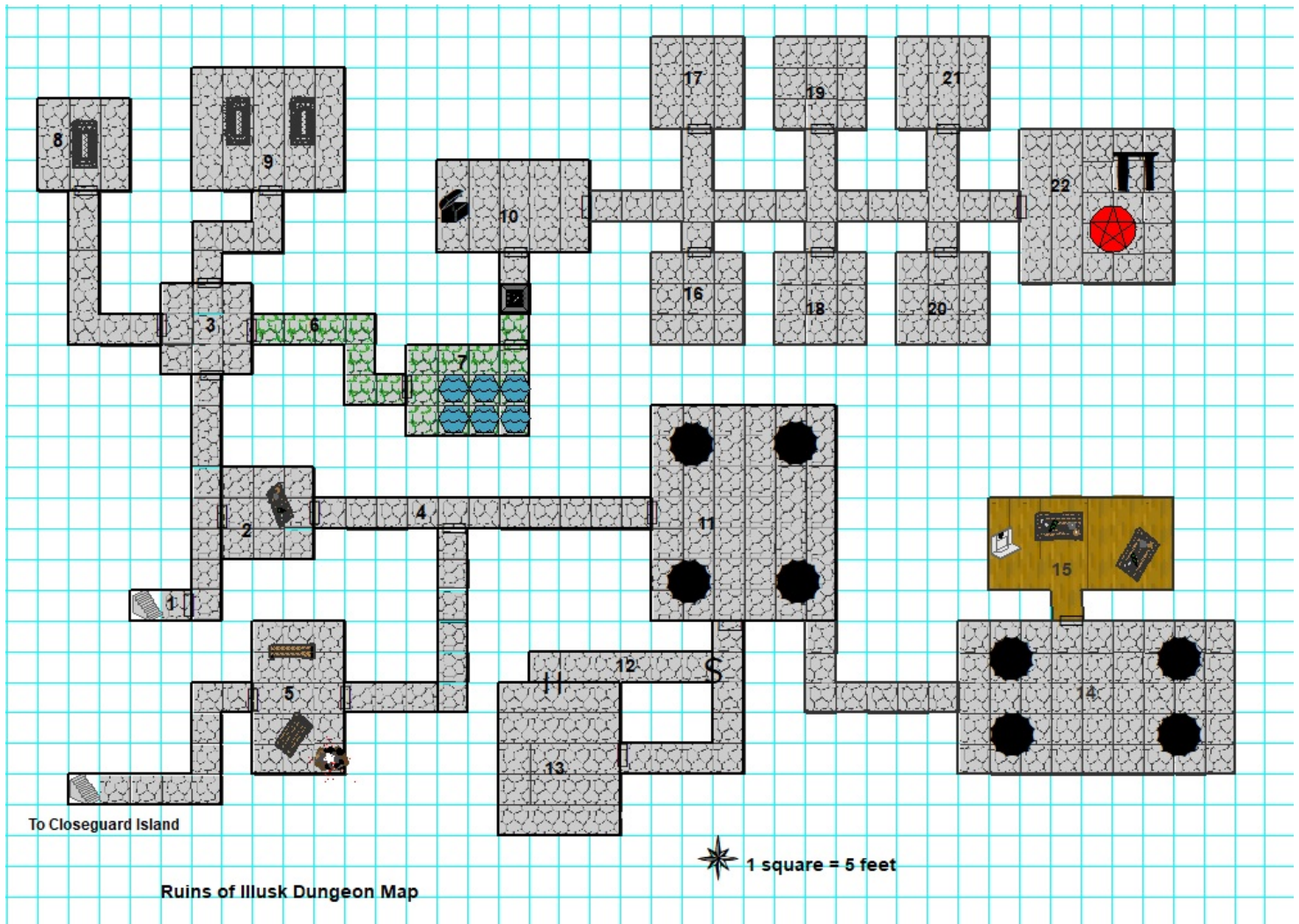
The Stone of Orcus

The stone of Orcus is an ancient relic, thought lost to the ages. Nobody is certain whom, or for what reason, created the stone. The Stone of Orcus is a red veined quartz capstone. When placed in the arch of a stone entrance, the entrance becomes a gateway to Orcus' domain in the Abyss, thus allowing a hoard of undead and demons to enter the Prime Material Plane. The stone has AC 15 and 200 HP, but is immune to damage from non-magical weapons. A scroll containing a special ritual can cause the stone become inert and remove it's magical properties. The Stone of Orcus weighs 200 pounds and is about 3 ft. x 5 ft. x 3ft. in dimensions.

The Ruins of Illusk

The south side of the ruins are a graveyard for Luskan's poor and juts up against the slums and Rat Alley. Deeper in, past the mausoleums and shanty towns of the truly destitute, columns and broken structures of the ancient city can be found. A successful DC 15 Survival (WIS) check will allow the characters to track Tamarine the gnome to an ancient structure. There, they find a stairwell leading down to an open iron gate, leading to the ruins beneath. When the players begin their descent to the gate, they are attacked by a **Wight** and eight **Skeletons** from the surrounding ruins.

Once the undead are dispatched, the adventurers can descend to the dungeon below. The following areas are keyed to the Ruins of Illusk Dungeon map.



Ruins of Illusk Dungeon Map

1 square = 5 feet

The Ruins of Illusk Dungeon Features.

Ceilings. Ceilings are 10 feet in height, unless otherwise noted.

Doors. Doors are made of iron bound wood and most are rotted with AC 10 and 25 HP. Areas east and south of area 2 have had the doors replaced and have AC 15 and 50 HP.

Floors. Floors are flagstone, unless otherwise noted.

Walls. The walls are made of marble blocks.

1.) **Dungeon Entrance.** The stairs lead down from the ancient structure

above and end at an iron gate that is slightly ajar.

2.) **Bregan D'aerthe Guard Room.**

Four **Drow Elite Warriors** sit in this room at a tavern table. Behind the table is a locked door made of wood and banded with iron. One of the **Drow Elite Warriors** carries the key to the door. They are ordered to not allow anyone past, unless they are escorted by Bregan D'aerthe mercenaries. Anyone without an escort is immediately attacked.

Treasure: One of the **Drow Elite Warriors** carries two *+1 Short Swords*.

Between the four of them, they have 24gp, 12sp, and 30cp.

- 3.) Tomb Antechamber.** The southern door to this chamber has been spiked shut.

Carvings in the wood of this door are written orc, "Beware the dread king." The door has been spiked shut with iron spikes. Blood smears on the marble walls show that there was a recent battle here.

The spikes in the door can be removed with a successful DC 15 STR check.

- 4.) Sloping Hall.** This long hall slopes at a thirty degree angle for the first 20 ft. starting with the western door at the top and ending just before the door to the south.

This steeply sloping hall has a rope handrail spiked to the wall. At the bottom of the slope, a wooden door with iron bindings leads south. The hall continues to the east and ends in another door.

Characters without light sources should make a DC 15 DEX saving throw. Failure means that they tumble down the slope for 20 ft. to land in front of the southern door. Because the slope is only thirty degrees, the damage is only 4 (1d6) bludgeoning damage.

- 5.) Bregan D'aerthe Staging Area.** This room is similar to Area 2, but is a staging area for drow of Bregan D'aerthe traveling to and from

Closeguard Island. A western passage leads up to a secret path under the bridge to Closeguard Isle and the headquarters of Ship Kurth.

Four **Drow Elite Warriors** and two **Drow** rest in the staging area. The southeast corner has been dug out for a firepit.

- 6.) Mossy Hall.** This hallway slopes slightly to the west and water has seeped under the eastern door in a slow trickle. Over the years, this water has led to a mossy, slimy build up on the hallway floor and walls. Adventurers will need to succeed on a DC 10 Acrobatics (DEX) check to avoid falling prone every 10 ft. in this hall.

- 7.) Cistern.** The doors to this chamber are waterlogged and require a DC 20 STR check to open. The southeastern corner of this room is under 5 ft. of water and the room served as a cistern in ancient Illusk. At the bottom of the water, a key to the chest in area 10 can be found.

- 8.) Tomb of Bjorgenson.** The tomb is sealed with a granite slab and can be opened with a combined STR check of 25 by three characters. Etched into the slab are runes and words of praise written in orcish.

Braziers, lit by a *Continual Flame* spell, sit in each corner of the tomb. The dim, golden light, is just enough to illuminate the engraved script on the sarcophagus lid. The scripture is written first in Illuskan and then in common.

“Here lies the immortal remains of Bjorgenson, high priest and shaman to King Tadjek and Queen Bernidal. Slayer of the great Winter Wolf, chosen of Auril, and tamer of Umberlee. May he forever guard the King and Queen’s eternal rest.”

The lid to the sarcophagus can be moved aside with a successful DC 20 STR check. Inside is a well preserved corpse, wrapped in linen cloth bandages. The corpse is draped in a *Cloak of Protection* and wears a *Circlet of Blasting*. If either of these items are removed, the corpse animates as a **Mummy Lord** and attacks.

- 9.) **Tomb of the King and Queen.** The tomb is sealed with a granite slab and can be opened with a combined STR check of 25 by three characters. Etched into the slab are runes and words of praise written in orcish.

Braziers in the corners of this tomb burst into flame as you enter. Two sarcophagi sit in the center of the chamber, each with inscriptions in Illuskan and common.

The left sarcophagus reads: “Here lies the immortal remains of King Tadjek, first king of the Northlander Tribes. Rider of Sneighfanglen, son of Auril, scything wave of Umberlee.”

The right sarcophagus reads: Here lies the immortal remains of Queen Bernidal. Most beautiful of

Auril’s daughters, Mid-wife of Ghaulantatra, slayer of frost giants.”

Both sarcophagi can be opened with a successful DC 20 STR check and contain well preserved corpses wrapped in linen bandages. In the king’s sarcophagus lays a *Rod of Resurrection*. A *Staff of Charming* is found in the queen’s sarcophagus. If either of these items are removed, both corpses animate as **Mummies** and attack.

- 10.) **Royal Treasure Vault.** The southern hall to this chamber is guarded with a concealed spiked pit trap, requiring a successful DC 15 Perception (WIS) check to located. The first 5 ft. beyond the southern door is slippery with moss and slime. A successful DC 10 Acrobatics (DEX) check is required to prevent falling directly into the spiked pit trap. The pit trap is 15 ft. deep and 5 ft. wide, dealing 4 (1d6) bludgeoning damage and 7 (2d6) piercing damage.

The vault is sealed with a granite slab. A successful DC 25 STR check by three or more characters is required to open the vault. The eastern door leading out of the vault is not locked.

An ornate chest sits atop a small pile of coins on the western side of this room. Braziers burst into flame as you enter and the coins glitter in the dim lighting.

The pile of coins consists of 250cp, 35sp, 25ep, 20gp, and 8pp. The lock on the chest can be picked

with a successful DC 15 DEX check and some Thieves' Tools. The chest contains *Leather Mariner's Armor*, *Javelin of Lightning*, and a *Silver Horn of Valhalla*.

11.) Bregan D'aerthe Armory.
Read or paraphrase the following:

The ceiling of this large chamber is held aloft by four columns with intricate carvings of Auril, Umberlee, longships, and waves. A number of weapons racks have been setup throughout the chamber along with tables and benches. Several drow are here, sharpening and cleaning their weapons.

Four **Drow Elite Warriors** and four **Drow** are here sharpening their blades. If the characters are unescorted, the drow attack.

12.) Secret Passage. This secret passage is unknown to the drow of Bregan D'aerthe and can be located with a successful DC 20 Perception (WIS) check. The western end of the hall has small slits between the marble slabs of the wall, allowing characters to spy on area 13.

13.) Beniago Kurth's Chamber.
This large chamber is used by Beniago Kurth to address Bregan D'aerthe mercenaries or as a private meeting hall. It is not uncommon for Jarlaxle Baenre to meet with Kurth, here. If the PCs just bust into this chamber, they'll encounter six **Drow Elite Warriors** that are here waiting for Beniago to arrive. If the players

use area 12 to spy on this area, read or paraphrase the following:

Spying through the slits in the wall, you have a good view of the chamber beyond. Beniago Kurth is here and seems to be meeting with a drow wearing a feathered hat and an eye patch.

"We need to increase our pressure and get the Lord's Alliance to accept Luskan as a member. Everything hinges on this political move," says the drow in the eye patch.

Beniago Kurth has his back turned to you. He seems to remove a ring and set it on the table. "You know, as well as I do, that this will be a difficult boon to gain. Luskan's reputation, as yet, is not where it needs to be to join the Alliance." Beniago Kurth turns towards you and you realize that he is actually a drow in disguise!

How the PCs react to this information is going to be key. They now have some leverage in the city of Luskan against the First Ship and its High Captain. If they go off halfcocked and decide to rush into the room to attack, they should be aware that this is a terrible idea. Feel free to warn them ahead of time. Jarlaxle and Beniago will call for reinforcements that will arrive after one round, drawing ten **Elite Drow Warriors** and ten **Drow**. The drow will fight to incapacitate the adventurers. When they arise, Beniago will have them tied to chairs, each with one hit point. He will try to

convince them that keeping this information to themselves is in everyone's best interest. He'll go so far as to make special concessions to the party and Greenwater Mercantile and Adventuring Company if he knows that his secret will be kept safe. Whether he honors these agreements or sends assassins to kill the adventurers in the future, is up to you as the Dungeon Master.

14.) Bregan D'aerthe Barracks.
Read or paraphrase the following:

This large chamber has a ceiling supported by four columns. Crude engravings on the columns depict the one-eyed orc god, Gruumsh, in his battle with Correllon Larethian and his elven followers. A mural on the south wall shows Gruumsh triumphantly burning an elven forest.

Throughout the chamber, bedrolls are laid out in a regimented fashion. It appears that this entire room has been turned into a makeshift military camp. And it is presently occupied!

The chamber is occupied by fifteen **Drow Elite Warriors**, ten **Drow**, and one **Drow Mage**. If Beniago Kurth raised the alarm in area 13, there will only be five **Drow Elite Warriors** and a **Drow Mage** in this room. If the players are unescorted, the drow attack. Any combat in this area will bring the forces from area 15.

15.) Mess Hall. Bregan D'aerthe has gone to the trouble of laying hardwood flooring in this room and turned it into a small tavern. Mercenary forces gather here for drinks and meals, or to just relax. Presently, a House Melarn **Drow Priestess of Lolth** is a guest here with two House Melarn **Drow Elite Warriors**. The **Priestess** will consider any unescorted adventurers to be a threat and order her **Warriors** to attack, while casting from a distance.

Rooms 16 - 21. All of these doors are locked and Tamarine has the only key. A successful DC 15 DEX check is required to pick the lock. Read or paraphrase the following:

The rooms on the north and south side of this hall appear to be jail cells of some type. The iron bound wood doors each have a barred window, though the cells are dark and it is difficult to see inside.

16.) Minotaur Skeletons. Two **Minotaur Skeletons** inhabit this room. If the characters open the door, the skeletons immediately attack with a charge.

17.) Ogre Zombies. Two **Ogre Zombies** reside in this chamber. If the players open the door, the **Ogre Zombies** attack.

18.) Laboratory. Read or paraphrase the following:

A half-ogre lies strapped to a table, screaming and growling. The

room has a bookshelf and a full stocked alchemists workbench on the eastern wall.

The **half-ogre** is being experimented upon. A successful DC 15 Arcana (INT) check will reveal that the nature of the experiments is to produce a more intelligent zombie. The **half-ogre** can be reasoned with on a successful DC 10 Persuasion (CHA) or Intimidation (CHA) check. He will be thankful if released and offer his services in “killing the little wizard man.”

The **half-ogre** is named Gotok and can explain that he was charmed by a gnome necromancer, though he is unsure of how long ago it was. He’s been strapped to the table ever since and only has half of his hit points.

19.) **Wraiths.** This chamber is inhabited by two **Wraiths**. Seals on the lintel around the door prevent the **Wraiths** from leaving this room. Any characters that enter the room are immediately attacked.

Treasure: A character with a Passive Perception of 13 or higher will notice light reflecting off of something shiny in the northwest corner of the room. If the players deal with the **Wraiths**, they’ll find a *Ring of Swimming*.

20.) **Flesh Golem.** An irate **Flesh Golem** thrashes around in this room, moaning and grunting as it throws itself against the door. This **Flesh Golem** is already in the *Bezerk* state and cannot be reasoned with. It will break through the door in 3 rounds and attack the characters in the hall,

unless the characters enter the room first to deal with it.

21.) **Empty Cell.** Read or paraphrase the following:

This cell is empty, other than four cots with hay stuffed mattresses. An iron brazier sits in the center of the room with warm coals and a grill sits over it.

This is a room that the adventurers can use to safely take a long or short rest.

22.) **The Gate of Orcus.**

Toward the northeast corner of this chamber, an arched granite lintel stands with no door. A coalescing purple and pink light is forming in the center of the arch, reddish mist billowing forth. A brightly glowing purple capstone sits at the top of the lintel. Through the mist and the light, you can just make out the shadows of a large shape coming closer to the lintel from beyond.

Standing in the center of a salt pentagram, a gnome is chanting a spell while holding an ancient book in his left hand. He notices you as you enter the room but does not stop his chanting. Pointing his finger, two explosions of sparks and acrid smoke burst the floor leaving two demons in their place!

The two demons that appear are **hezrou**. Tamarine the gnome necromancer (CE Male Gnome **Mage**),

used his *Ring of Demon Summoning* to summon the **hezrou** and will continue concentrating on his ritual. Unless the players put Tamarine in the dirt before 8 rounds transpire, a **balor** will come through the gate. Ending Tamarine's chanting will end the summoning, but there is still a 35% chance that the **balor** will continue to come through the gate. The PCs must destroy the Stone of Orcus capstone to close the gate.

Conclusion

The players have either succeeded in stopping Tamarine from opening a gate to the Abyss and summoning a **balor** or they are rolling new characters. Hopefully, they were successful and they have now learned some valuable information about Beniago Kurth and Ship Kurth. How they decide to use this information in the future is up to the players and how you handle that is entirely up to you. Well done and god speed, Dungeon Master.

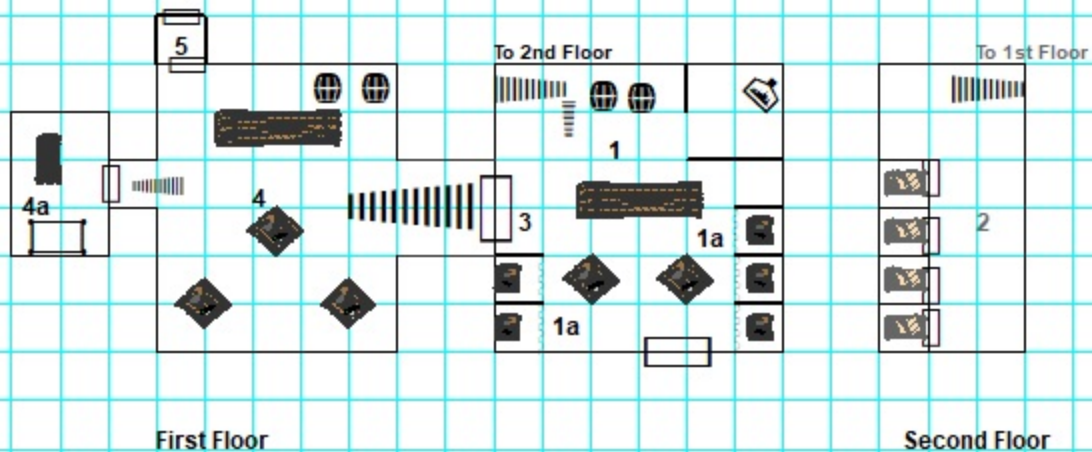
The players should reach level 8 by the end of this adventure. If you wish, the players can take level 8 when they rest in area 21 to give them a better chance of success in area 22.





Luskan

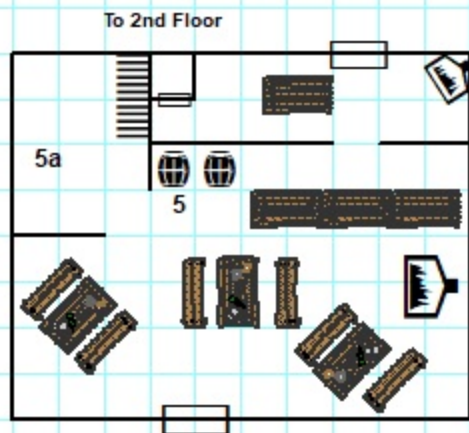




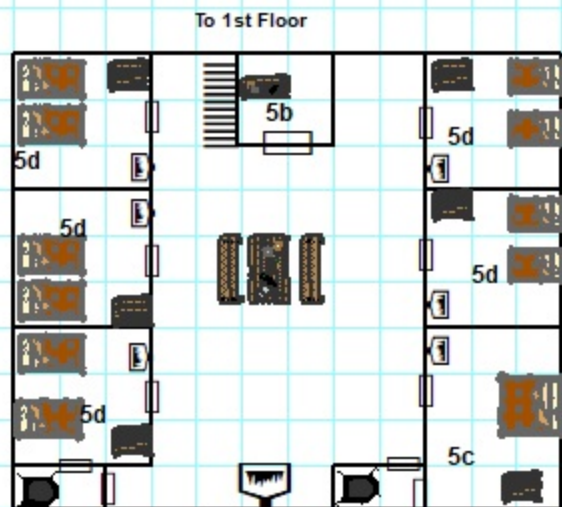
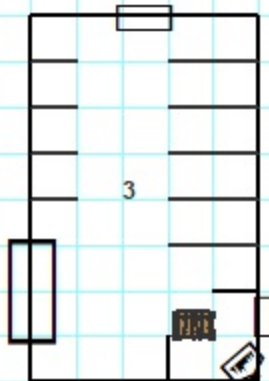
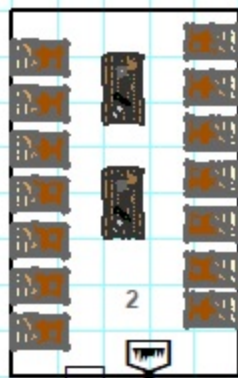
The Drowned Rat Tavern



1 Square = 5 feet



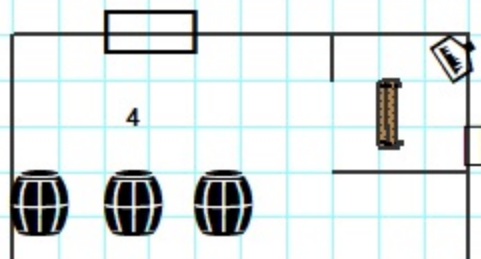
Trading Lodge First Floor



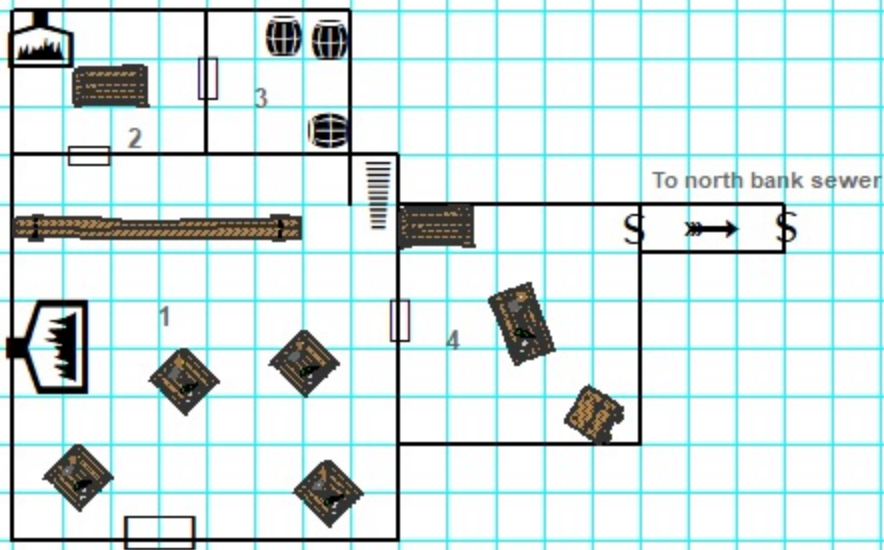
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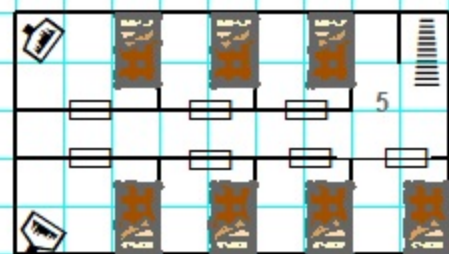
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1 Square = 5 feet



First Floor

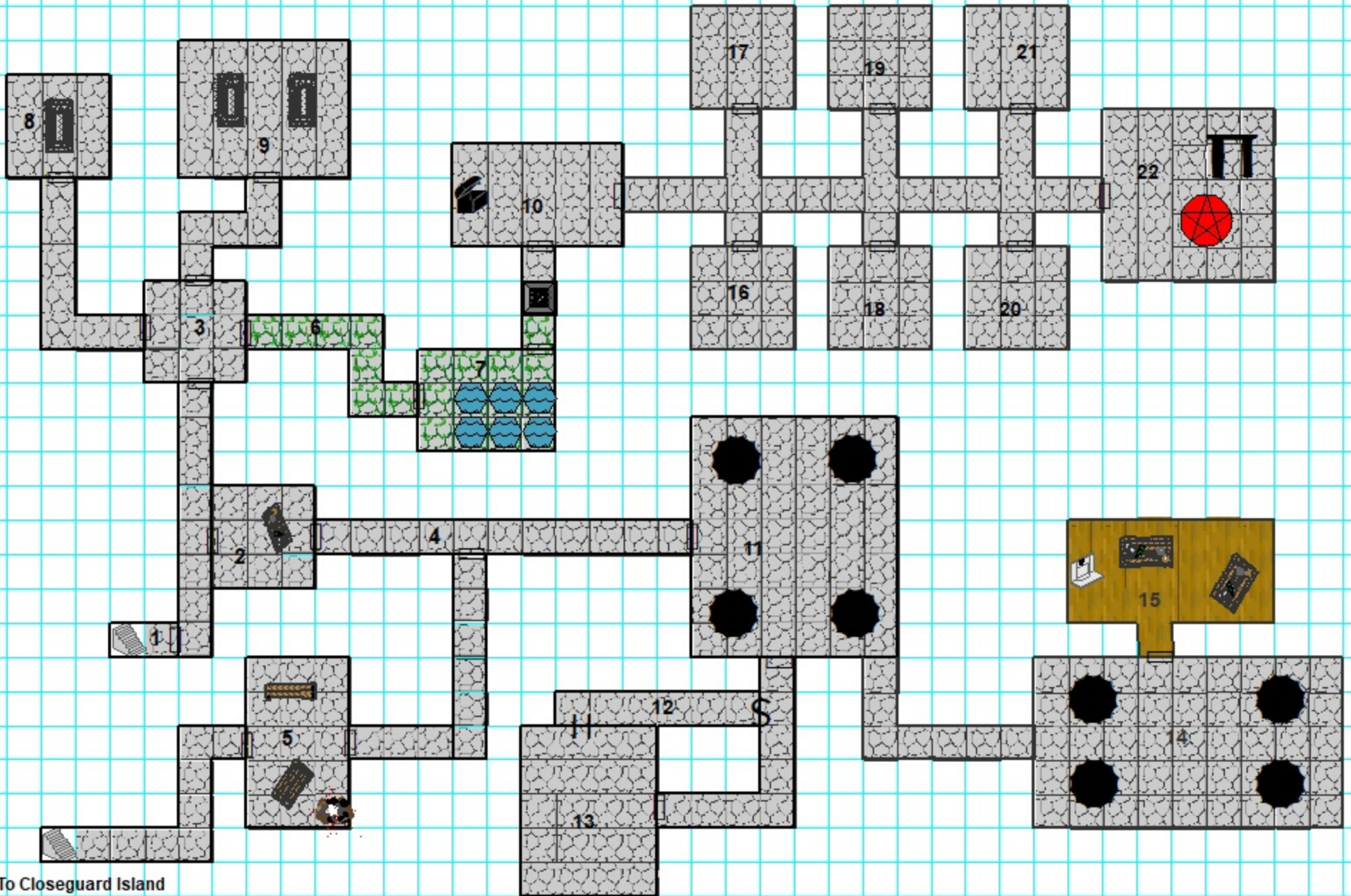


Second Floor


One Eyed Jax



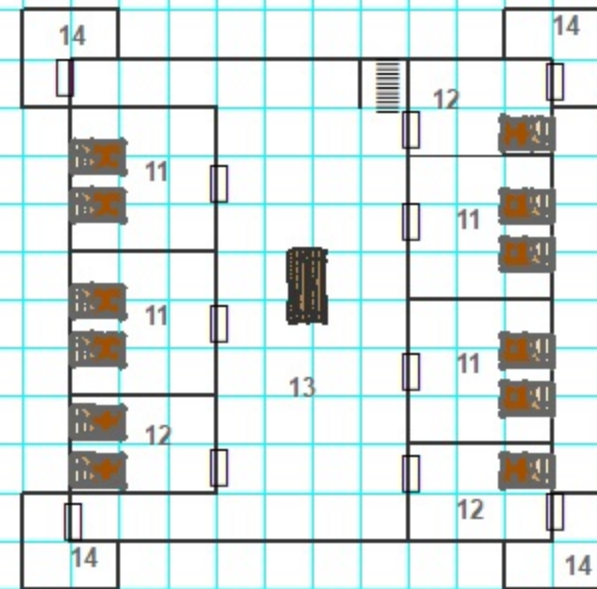
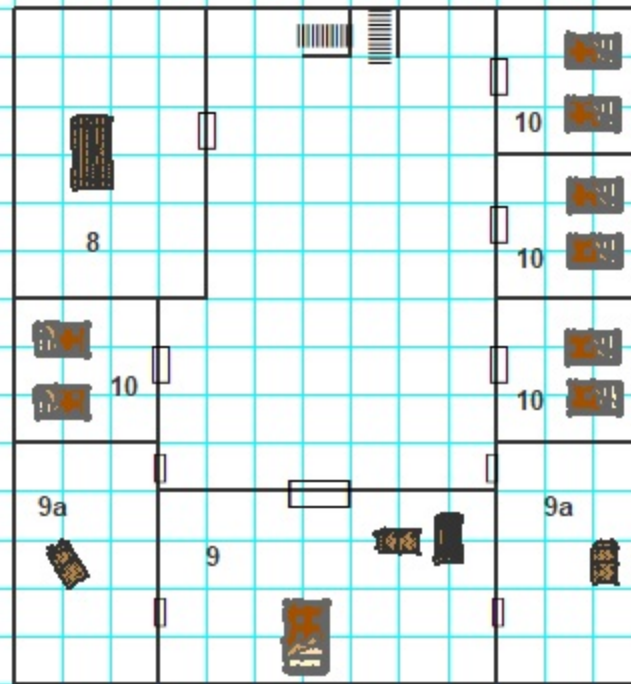
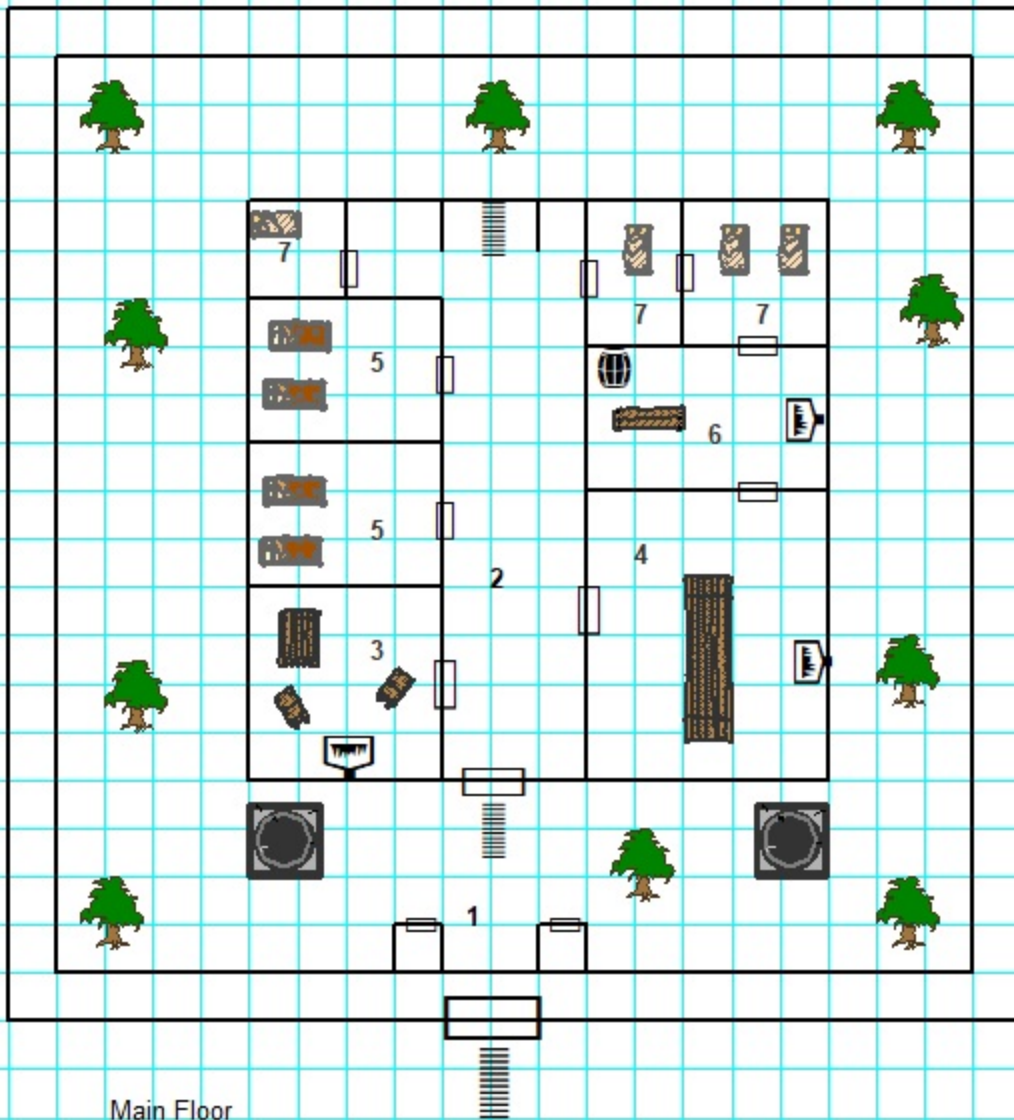
1 Square = 5 feet



To Closeguard Island

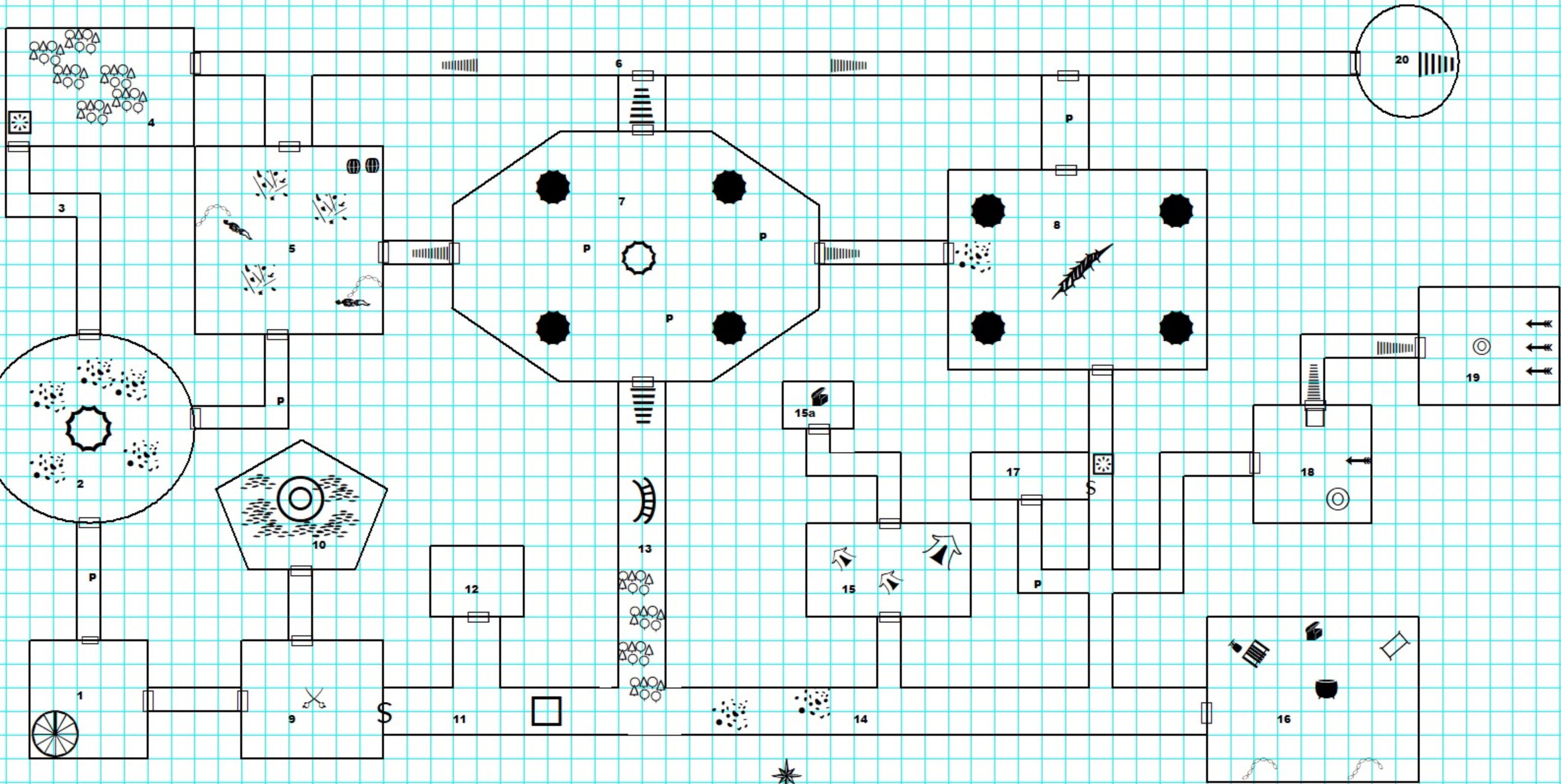
 1 square = 5 feet

Ruins of Illusk Dungeon Map



1 Square = 5 Feet

Ten Oaks



South Bank Sewers



1 square = 5 feet